UNITED FEDERATION OF PLANETS

STAR FLEET COMMAND

CADET'S ORIENTATION SOURCEBOOK

STAR TREK ®

THE ROLE PLAYING GAME

TABLE OF CONTENTS

UFP Star Fleet Character Data Record

Name: Lee Sterling

Rank: Lt. Commander

Assignment: Galaxy Exploration Command

Ship: USS Lexington

Position: Chief Science Off.

Age: 45
Sex: Male
Race: Human

STR 55	END 58	INT 71	DEX 67	CHA 60	LUC 53	PSI 01

INACT SAVE 20	UNC THRESH 5	MAX OP END	CURR OP END	TO-HIT, MOD	TO-HIT, HTH	TO-HIT,

WOUND HEAL RATE 5/day	FATIGUE HEAL RATE 2/30 min.				BARE-HAND DAMAGE ___	DAMAGE ___

Service Experience Chart

Assignment:

Assignment	Cadet Cruise 1	Cadet Cruise 2	Cadet Cruise 3	Cadet Cruise 4	Cadet Cruise 5	Branch School	Department Head	Command School	Tour 1	Tour 2	Tour 3	Tour 4	Tour 5	Tour 6	Tour 7	Tour 8	Tour 9	Tour 10
Constitution-Class Starship														✓				
Galaxy Exploration Command	✓											✓						
Military Operations Command									✓									
Colonial Operations Command											✓	✓						
Merchant Marine Command									✓	✓								
Star Base Headquarters Command																		
Star Fleet Academy	✓					✓	✓	✓										
Tour Length (years)	4	.5				3.5	1	1	1	5	2	4	3	2				
Officer Efficiency Report (%)									14	67	31	5	7	14	24			

Cadet Cruise Results

Passed ___
Honors ✓
High Honors ___

Skill List

Skill	Value
Administration ... Vulcan	40
• Artistic Expression Lyre	15
Carousing	___
Commun. Systems Operation	___
Commun. Systems Technology	___
Computer Operation	80
Computer Technology	13
Damage Control Procedures	10
Deflector Shield Operation	___
Deflector Shield Technology	___
Electronics Technology	34
Environmental Suit Operations	42
• Gaming (3-D Chess)	24
Instruction	10
• Language Vulcan	44
Galacta	40
Leadership	40
• Life Sciences Ecology	40
Exobiology	25
Zoology	20
Life Support Syst. Technology	___
• Marksmanship, Archaic	___

Skill	Value
Marksmanship, Modern	20
Mechanical Engineering	___
• Medical Sciences	___
General Medicine Human	10
___	___
Negotiation/Diplomacy	10
• Personal Combat, Armed	___
Personal Combat, Unarmed	25
Personal Weapons Technology	5
• Physical Sciences Chemistry	40
Physics	25
• Planetary Sciences Hydrology	30
Geology	33
Meteorology	30
• Planetary Survival Tropical	13
Arctic	11
Cool Temperate	10
Security Procedures	___
Shuttlecraft Pilot	13
Shuttlecraft Syst. Technology	___
Small Equipment Syst. Operation	10
Small Equip. Syst. Technology	___

Skill	Value
Small Unit Tactics	___
• Social Sciences	
Vulcan History/Culture	10
Federation Culture/History	20
Federation Law	25
• Space Sciences Astrogation	10
Astronomy	80
Astrophysics	50
• Sports Swimming	10
• Starship Combat Strategy/Tactics	40
Starship Helm Operation	___
Starship Sensors	58
Starship Weaponry Operation	___
Starship Weaponry Technology	___
Streetwise	17
Transporter Operation Procedure	10
Transporter Systems Technology	___
• Trivia History of Science	3
___	___
• Vehicle Operation	___
Warp Drive Technology	6
Zero-G Operations	28

AP scale: 18 17 16 15 14 13 12 11 (10) 9 8 7 6 5 4 3 2 1

2

INTRODUCTION AND TIME LINE

ORIENTATION FOR ALL CADETS

This book provides basic information on the *STAR TREK* universe. Some of the chapters give definitions of basic terms, and others give background information necessary to understand the systems, equipment, races, governments, and other parts of the universe in which the game is played. Fans of the series will be familiar with most of these terms and information, and newcomers will find this book valuable for giving their games a *STAR TREK* flavor.

TIME LINE OF *STAR TREK* HISTORY

There are times when a gamemaster needs to know how many years have passed since a certain incident in Federation history occurred. This chapter contains a time line of events in *STAR TREK* history. The dates are given as Reference Stardates, described in the chapter on **STAR TREK Terminology.** Some events will give the year and month when they occurred, and others will show a range of years. Events are given through Stardate 2/1204; the time line is continued in the STAR TREK III supplement to these rules.

Stardate-1/3011.19

Visionary social worker Edith Keeler is killed in an accident while crossing the street. The event is witnessed by Kirk, Spock and McCoy while time-travelling using the Guardian of Forever.

Stardate-1/6701.26

Captain John Christopher, an Air Force interceptor pilot, reports a UFO, but it soon disappears from view. The UFO is the *Enterprise,* warped back in time and appearing in Earth's atmosphere over the United States Of America.

Stardate -1/6803.29

Travelling in time, the crew of the Enterprise encounters Supervisor 194, Gary Seven, on an assignment to prevent 20th-century Earth (henceforth called Terra) from destroying itself in nuclear war.

Stardate -1/6907.20

Neil Armstrong becomes the first Human to step foot on Terra's moon, starting Human manned interplanetary exploration.

Stardate -1/9206 - 9609

The outbreak of the Eugenics Wars limits manned space efforts for a time, as resources are turned to global war.

Stardate -1/9609.22

SS Botany Bay, a converted *DY-100* interplanetary vessel with cryogenic sleep capsules installed, leaves Terra carrying 97 refugees from among the genetic 'supermen' who sparked and led the Eugenics Wars. In command is Khan Noonian Singh, the greatest dictator of the Wars.

Stardate -1/9704.18

The first permanent base on Terra's Moon is established, jointly funded by the United States Of America and Japan. This marks the rededication of Terran peoples to space exploration as part of the rebuilding following the Eugenics Wars.

Stardate -1/9904

Large-scale asteroid mining opens up Sol's Asteroid Belt to colonization. Several more lunar stations are opened this year by various nations and several private corporations. Armstrong Center, remaining the largest, has become a small city of scientists, technicians and support personnel, and already is beginning to cater to a growing tourist trade.

Stardate 0/0001.01

January 1, 2000, the base date for Reference Stardate system. On this date, the Science Council of Luna declares itself independent of the governments of the United States Of America and Japan and requests status as a United Nations protectorate. Such status is granted, forming the first interplanetary Human government.

Stardate 0/2011.17

The *Nomad probe* is launched from Terran orbit. It is lost in space and presumed destroyed.

Stardate 0/3605

New space-time researches find holes in the general theory of relativity, making faster-than-light communication and travel theoretically possible, though not yet an actuality.

Stardate 0/4202.25

The first manned expedition is launched to Alpha Centauri in a high-acceleration, sub-light-speed *Bussard* ramjet.

Stardate 0/4806.23

Contact is established with a humanoid culture on Alpha Centauri by the first manned, Terran expedition.

Stardate 0/4812

Alpha Centauri scientist Zephram Cochrane formulates the initial warp drive calculations, making faster-than-light travel possible and, eventually, practical.

Stardate 0/5507 through 5909

The first experimental warp-drive ships are tested by Terra and Alpha Centauri research teams.

Stardate 0/6201

The Fundamental Declarations of the Martian Colonies establishes independent government for all off-planet Terran colonies. Zephram Cochrane disappears.

Stardate 0/6511

First contact occurs with the Vulcans, when a warp-drive probe encounters a Vulcan colony world. Vulcan has already developed the warp drive, and Vulcan techniques substantially improve on the original design.

Stardate 0/7104 through 7301

First commercial space ventures by Vulcan, Terra, and Alpha Centauri.

Stardate 0/7308

First contact occurs with the Tellarites.

Stardate 0/7511

First contact occurs with the Andorians nearly ends in disaster when an Andorian starship fires on a Terran exploratory vessel. Terra prepares for war, but cooler heads on Vulcan convince Terra leaders to try and negotiate with the growing Andorian empire.

Stardate 0/7703

The First Alpha Centauri Conference preserves the peace, with Vulcan diplomats convincing Andor that it has nothing to gain and everything to lose by fighting Terra and her allies. Andor joins the alliance.

Stardate 0/7907

First contact occurs with the Orion Colony worlds in the Rigel system.

Stardate 0/8706.06

Articles of Federation are signed at the First Babel Conference, establishing the United Federation of Planets. The original signatory powers include Terra, Alpha Centauri, Vulcan, Andor, and Tellar. The Rigel/Orion Colonies, remain outside the Federation entirely.

Stardate 0/9109

Star Fleet Academy is founded.

Stardate 0/9211

First contact with the Romulan Star Empire occurs when a cargo ship is captured by Romulan forces.

Stardate 1/0610

War is declared between the Federation and the Romulan Star Empire.

Stardate 1/0909

The Romulan War is ended inconclusively, after staggering losses on both sides. The treaty, negotiated by subspace radio, establishes a Neutral Zone, and no ships are allowed to cross between the two powers. No Federation forces have seen a Romulan face-to-face throughout the entire war, mostly because the Romulans refuse to allow a ship to be captured intact.

Stardate 1/0910 through 2412

Peace reigns, but the Orion Colonies know that the existence of the Federation will soon be discovered by the Klingon Empire. The Colonies sign non-aggression and trade treaties with the Federation, but do not join the UFP.

Stardate 1/5105

First contact with the Klingon Empire leads immediately to conflict. Orion colonies declare neutrality and trade with both groups. Klingon raids on Federation shipping often masquerade as Orion-based pirates - and vice-versa.

Stardate 1/7407

The transporter (originally called the materializer) is invented.

Stardate 1/7603

Dilithium is first mined and used for power rectifiers in warp drives.

Stardate 1/8801.04

Star Fleet's *Constitution-class* ships become operational with the commissioning of the *USS Constitution.* Less than 1 month later, the *USS Enterprise* is commissioned, under Captain Robert April.

Stardate 1/9001

After a 2-year, shakedown cruise, the first standard, five-year mission of the *Enterprise* begins, under Capt. April.

Stardate 1/9409

Klingon forces ally with the Axanar star system to begin the Four Years War. Captain Garth of Izar prevents the Klingons from establishing supply lines to and from Axanar and is awarded the Federation Medal of Valor.

Stardate 1/9501

Capt. April retires from Star Fleet and becomes a Federation ambassador.

Stardate 1/9506

Capt. Christopher Pike is given command of the *Enterprise.*

Stardate 1/9608

Upon Capt. Pike's recommendation, Talos IV is quarantined by the Federation.

Stardate 1/9806

The Four Years War ends with the success of the Axanar Peace Mission. The phaser replaces the laser as the Federation's primary weapons system.

Stardate 2/0105

Green Slave trade is abolished outside strict limits of Orion neutrality area by UFP intervention. Economic sanctions by the UFP force Orion Colonies to abolish the slave trade - officially.

Stardate 2/0704

After the promotion of Capt. Pike to the position of Fleet Captain over *Constitution-class* vessel operations, his hand-picked successor, Capt. James T. Kirk, becomes the youngest man to ever command a *Constitution-class* vessel.

Stardate 2/0704 through 0803

The adventures occur that are related in the first season of the *STAR TREK* TV series.

Stardate 2/0705

Lt. Cmdr. Gary Mitchell, First Officer of the *Enterprise,* is killed in the line of duty after contact with the Energy Barrier at the edge of the galaxy. Lt. Cmdr. Spock, at the request of Capt. Kirk, is made First Officer as well as Chief Science Officer. He is the first person to ever hold both positions simultaneously on a major Star Fleet vessel.

Stardate 2/0801.09

The Organian Peace Treaty is imposed by the Organians on both Federation and Klingon forces, thus averting a second Klingon war. The Organian Treaty Zone is established by negotiation over the next 3 months.

Stardate 2/0801.24

The first Federation contact with the Corn occurs.

Stardate 2/0803 through 0903

The adventures occur as related in the second season of the *STAR TREK* TV series.

Stardate 2/0811

In recognition of outstanding service as both First Officer and Chief Science Officer of the *Enterprise,* Lt. Cmdr. Spock is promoted to full Commander.

Stardate 2/0902

The Babel Conference on the Coridan question is settled by the inspired oratory of Sarek of Vulcan. Coridan is made a UFP protectorate. The first of a series of Romulan/Klingon non-aggression and technological exchange treaties are signed in secret.

Stardate 2/0903 through 1003

The adventures occur as related in the third season of the *STAR TREK TV* series.

Stardate 2/1102

The *Enterprise* participates in a Star Fleet intelligence operation to seize a protype of a new Romulan cloaking device. Enterprise escapes with the device and confirmation of a Klingon-Romulan technological agreement. The device works once when they escape from the Romulan Neutral Zone, but it later fails to function when detached from the *Enterprise for* study. The mechanism is examined and duplicated by UFP scientists, but the protype fails in a particularly nasty fashion, and all research and development aimed toward making cloaking devices operational on Federation ships is halted.

Stardate 2/1003.01

The first Federation contact with the Tholians occurs, though the Vulcans were aware of the presence.

Stardate 2/1003 through 1103

The adventures occur as related in the *STAR* TREK" animated series.

Stardate 2/1103 through 1203

This is the time period for most of the adventures published by FASA for *STAR TREK:The* **Role Playing Game.** Most campaigns run as follow-ups to the TV series take place during this time.

Stardate 2/1204

The *Enterprise* returns from it's five-year mission under Capt. James T. Kirk. It is the only ship remaining from the first group of *Constitution-class* vessels; all others have been lost in service.

STAR TREK TERMINOLOGY

ANTIMATTER

This is material composed of anti-particles (positrons, anti-protons, etc.) that are opposite in charge to the particles (like electrons, protons and neutrons) that make up normal matter. When antimatter and matter come into contact, they destroy each other, leaving only vast amounts of energy. This matter-antimatter annihilation, in carefully controlled form, is used to power the warp drive on starships.

BEAMING UP

Using a transporter to travel between the ship and a planet is known as beaming up or beaming aboard. It is best accomplished when used with a communicator, which has a 'homing device' built into it (as in the ever-popular, "Beam me up, Scotty!" or "Two to beam up").

BRANCH SCHOOL

A general field in which a character will probably concentrate his efforts in gaining skills and increased Skill Ratings. The branch determines the position (but not the rank) that a character is likely to hold.

BRIDGE

The bridge is the control center for a starship, where the captain and duty officers monitor the ship's functions, steer the ship, and so forth.

CLASS M PLANET

A planet that is suitable for Human or Human-like life is called a Class M Planet. It possesses an oxygen/nitrogen atmosphere, free water, a suitable temperature, and so forth.

CREDIT

The standard monetary unit of the United Federation of Planets is the credit.

DEPARTMENT HEAD

A position of top responsibility on a space vessel. Department heads on *Constitution-class* starships include Chief Communications/Damage Control Officer, Chief Medical Officer, Chief Engineer, Security Chief, Chief Helmsman, Chief Navigator, and Chief Science Officer. See the section **Rank And Position.**

DILITHIUM CRYSTALS

Rare crystals of dilithium, a variant form of the element lithium, are used to control matter-antimatter annihilation and convert it into power that can be used by the warp engines and other shipboard systems. Their spiral crystalline structure tends to break down. This may happen after long use, or sometimes very quickly if they are forced to bear greater than normal power loads or sudden power surges.

ENERGY BARRIER

A field of negative energy, called the Energy Barrier, surrounds our galaxy. Contact with this field is damaging to starships and can cause psionically sensitive individuals to be killed or to develop godlike mental powers.

FEDERATION

A short form of the United Federation Of Planets (UFP); see the section on **Governments.**

GALACTA

The standard Federation language, called Galacta, is a variant of standard English. For gaming purposes, it is useful to consider Galacta as English.

HAILING FREQUENCY

Hailing frequencies are standard subspace frequencies used for ship-to-ship communication. There are a large number of possible hailing frequencies, and it sometimes takes a few moments for a Communications Officer to find the one used by a ship encountered in space.

LANDING PARTY

A landing party is any group sent down from a starship for exploration, diplomatic negotiations, first contact, or other official purpose. The Captain usually has responsibility for choosing a landing party, though he will respect the advice of subordinate officers in their specialized departments. The number of crewmen assigned to a landing party depends on the size of ship and the type of mission. Below are guidelines for selecting and equipping the three basic types of landing parties from *Constitut/on*-class starships such as the *Enterprise',* they can be adapted, using imagination and common sense, for use on other vessels. Other types of landing parties can be formed by the Captain based on the needs of the moment.

It would be rare for both Captain and First Officer to leave the ship at the same time, unless the presence of both was absolutely necessary. Neither the Captain nor his Department Heads would beam down for a routine survey party unless something were unusual or important about the mission.

Exploration Team

An exploration team is sent down to make the first survey of a new planet. This team should consist of at least one Science Officer specializing in botany, another in zoology, and a third in geology, two Security Officers, and a Medical Officer. Often, if the survey were important enough or especially tricky, the Chief Science Officer would act as team commander. If not, the senior Science Officer present is in command.

The Science Officers should be equipped with science tricorders; the Medical Officer should carry a medical tricorder and small medikit. All team members but the Medical Officer should carry a Phaser I. If the initial sensor scans indicate the presence of large, possibly dangerous animals, the Security Chief or the Captain might authorize a Security Officers to carry a Phaser II instead.

First Contact Team

A first contact team will be beamed down to an unexplored planet where a civilization is determined to be present. This team normally would make contact only with civilizations that could handle the idea of 'men from the stars' intellectually and technologically.

The Prime Directive expressly forbids providing natives with technology beyond that they can develop for themselves. This prohibition has only been broken where another starfaring culture has already disrupted the cultural ecology. In such a case, a Captain can use his discretion to restore the cultural balance if possible; any such actions will, of course, need to be justified to a Star Fleet Review Board.

The Prime Directive calls for direct contact to be avoided with civilizations below a technological and intellectual level where they can handle the idea of a starfaring race. Such planets would be observed from a distance. If close contact becomes necessary, the team would disguise themselves as natives, where possible. They would be equipped with universal translators and no weapon larger than a Phaser I.

Diplomatic Contact Party

A diplomatic contact party would be sent down when making first contact with a civilization sufficiently advanced to be approached about the existence of the Federation. Such a party is almost always headed by the Captain, who is empowered to act as a Federation ambassador in establishing friendly relations with a new culture.

The Captain would select the other members of a diplomatic contact party based on the situation. As many as three Security Officers would be taken along. At least one sciences representative, often the Science Officer, would be assigned to the party as well. Other party members might include Science Officers to collect some important scientific data and a Medical Officer. The party may contain other command personnel acting as observers, learning the fine art of diplomacy by assisting the Captain, and a yeoman might be assigned as the Captain's assistant.

On such a party, neither Science nor Medical Officers would carry tricorders, but one of the Captain's assistant probably would carry a sciences tricorder for recording diplomatic negotiations, making supplemental log entries, and so on. Weapons larger than Phaser I would be avoided.

NEUTRAL ZONE

The first Romulan War was an enormous drain on both sides, as it was fought for many years with spacecraft at sub-light speeds. The Federation, with its many worlds, had the resources to maintain the battle, but the Romulans did not and eventually sued for peace.

The Neutral Zone was established between the Federation and Romulan space. Border posts were placed on both sides of the zone, and all ships have been banned from entering the no-man's-land thus established. Romulan pride has reasserted itself in recent years, leading to a number of incidents between Federation and Romulan vessels.

ORGANIAN PEACE TREATY

A non-aggression treaty was forced upon the Klingon Empire and the Federation by the peace-loving energy beings of the planet Organia when the two rival groups threatened to start an interstellar war over that planet. The Organians, who possess incredible powers to manipulate matter, energy and the mind, have forbidden open hostilities between the UFP and the Klingons in an area of space known as the Organian Treaty Zone along the border between the Klingon and UFP spheres of influence. In this area, which does not cover the entire Federation-Klingon border, the rights of independent cultures are protected by the Organians. They award the right to develop uninhabited star systems to whichever government shows it can most efficiently make use of the area's resources.

POSITION

The job held by a Star Fleet Officer. This has nothing to do with rank, except on some ships an officer must be of a certain rank or higher to hold a specific position. Positions have such titles as Science Officer, Helmsman, or First Officer. See the section **Rank And Position.**

PRIME DIRECTIVE (General Order 1)

The most important law of the Federation is the Prime Directive, which states that no one in the Federation may interfere with the normal and healthy development of alien life and culture. This means that Federation member cultures (and their representatives, like Star Fleet officers) may not influence a world's cultural development by exerting superior knowledge or strength, nor by supplying the natives with superior technology that they are not yet capable of using wisely. Star Fleet officers may not violate the directive, even to save their lives and their ship, unless acting to set right an earlier violation or accidental contamination of a culture.

QUADRANT

A quadrant is a section of Federation space, arbitrarily marked off for navigational purposes. Actually, use of the term quadrant is misleading because it usually refers to only four divisions of a circle, and there are more than four divisions in the Federation sphere of influence.

RANK

A denotation of military standing. Rank has nothing to do with position, except that some positions on some ships must be filled by someone of a certain rank or higher. See the section **Rank And Position.**

PB = Planetside Base
A—B = Communications Blind Zone to PB
C = Minimum Std. Orbit
D = Elliptical Orbit Insertion Point
E = Standard Elliptical Orbit
F = Std. Orbit Insertion Point
H = Atmospheric Limit
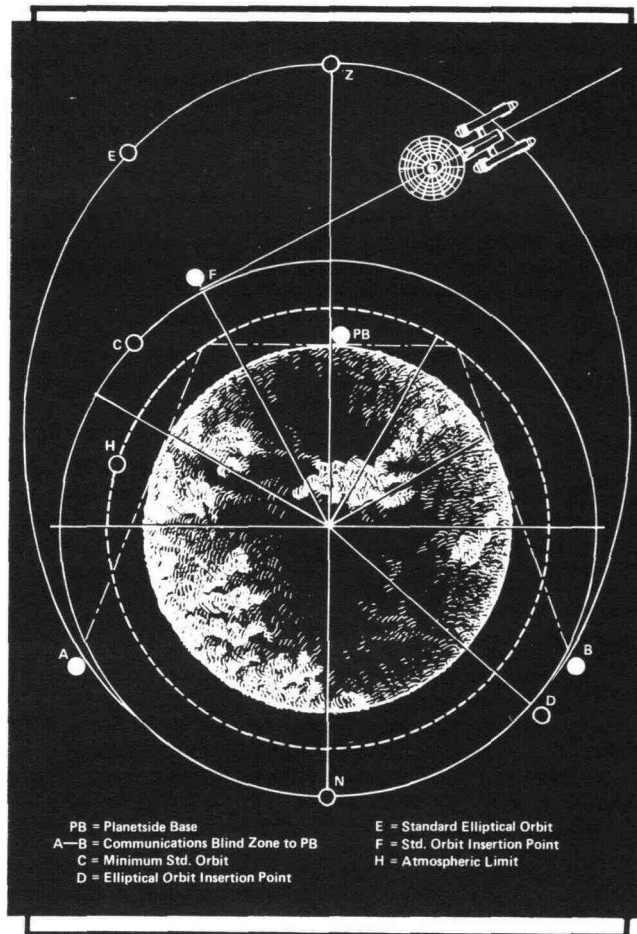
STANDARD ORBIT

Standard orbits are holding paths, most often from 1000 to 7000 miles above a planet's surface, used by starships that keep the ship directly above a selected place on the surface to facilitate communications with a landing party. They are calculated according to planetary size, gravity, and conditions, as well as to the locations and orbits of natural and artificial satellites. Sometimes, however, local conditions may make a geosynchronous orbit impossible, and the ship will not be able to remain above any specific spot on the planetary surface.

STAR BASE

The Federation designates a major Star Fleet installation as a Star Base. Used by Star Fleet personnel for administrative centers, refueling and resupply bases, repair facilities, recreational centers, and so forth, most Star Bases are on planets, though some are artificial space stations.

STARDATE

Stardating is the standard Federation terminology for measuring date and time. It is sequential only while a person remains in one place. Keeping track of the date is harder than one might think on a faster-than-light ship because of Einsteinian time compression, and the method for computing Stardates is complex. Thus the time between Stardate 2244.0 and Stardate 2245.0 will be one day only if the ship remains at one location in the *STAR TREK* universe, but it may be entirely different if the ship travels at warp speed between two points.

Stardates are given in the form XXXX.XX, with either one or two digits given after the decimal point. Stardates begin at 0000.00 and go to 9999.99; then they start over. Stardate 3305.6 would be read as "Stardate thirty-three oh five point six" not "Stardate three thousand, three hundred five point six".

STAR TREK fans often create 'Stardates' from normal, 20th-century calendar dates by listing the last two digits of the year, the month expressed as a two-digit number, a decimal point, and then the date expressed as a two digit number. Thus July 4, 1984 would be expressed as Stardate 8407.04. This is not the way Star Fleet figures Stardate, but it is useful for giving a *STAR TREK* feel to gaming sessions.

Reference Stardate

Because the Stardates used in the TV series are not in sequence, they are not useful for showing how long it has been since Captain Pike commanded the *Enterprise,* for instance. Al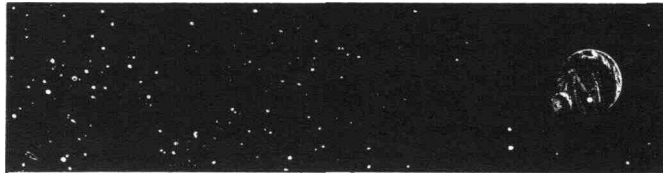l new FASA products will use a system of Reference Stardates to measure the absolute passage of time in the *STAR TREK* universe. They will pass at a regular rate, as measured from the communications beacon at the center of Federation space. They will form a sort of 'Greenwich Mean Time' for the events important to *STAR TREK* 'history,' and FASA will use them in placing events in the timeline they develop for their adventures and supplements.

The numbering system for Reference Stardates is the same as that given above, with one exception. A number followed by a slash will always preceed the standard Stardate to show the century. The Reference Stardating system will begin with 0/0001.01, meaning January 1, 2000. Thus, 1/0001.01 is exactly 100 years later (January 1 2100), and -1/0001.01 is exactly 100 years earlier (January 1, 1900). The Reference Stardate for July 4,1776, is -3/7607.04, and so on.

STAR FLEET

Star Fleet is the space navy of the United Federation of Planets, charged with the responsibility for exploration of new territory, policing of Federation law within the UFP, and defense of the UFP from outside hostile forces. Star Fleet has a military structure and uses military terminology, but it is not simply a military organization. The role of Star Fleet involves duties beyond that of a military arm of government, as indicated in the section **Organization Of Star Fleet.**

STARSHIP

In the larger sense, a starship is any spaceship capable of faster-than-light travel. This term has also been used in a narrower sense to mean just the big *Constitution*-class ships of Star Fleet.

SUB-LIGHT SPEED

Speed in space below light speed is called sub-light.

TERRA

The official designation for the planet Earth, in the star system of Sol is Terra. It's moon is called Luna. Terra has been called 'the cradle of mankind.'

UFP

A short form for the United Federation Of Planets; see the section on **Governments.**

WARP SPEED

Warp speed is a method of measuring the enormous speeds attained by warp drive ships. Warp factor 1, sometimes called Warp 1 or WF 1, refers to the speed of light (300,000 kph or 186,000 mph). Warp speeds beyond that are multiples of the speed of light. Warp 2 is 8 times the speed of light $(2 x 2 x 2 = 8)$ and Warp 3 is 27 times the speed of light $(3 x 3 x 3 = 27)$. To find the speed, multiply the speed of light by the cube of the warp factor.

Despite these enormous overall speeds, the starship weapons work and are targetable because the maneuver during combat is so small compared to the overall speed that it is hardly different from sub-light speed maneuver.

In the TV episode *Journey To Babel,* for example, an Orion ship attacked the *Enterprise* while it was moving at warp 8 — 512 times the speed of light! It is obvious, then, that ship warp speed does not affect weapons fire, but efficient targeting is another matter.

Consider an example from current warfare. A man is standing in the middle of a street when a small jet streaks overhead. If both the man and the pilot each know the other is there, and if both have weapons available and ready to fire, each might just get one shot at the other as the jet screams by. Even so, without sophisticated electronic help, they couldn't hope to hit one another. The jet is gone almost immediately, and it will take some time for him to turn around for another pass.

The jet plane vs. pedestrian example is comparable to two starships, one moving at warp 1 and one at warp 2. By the time the Captain could say "Fire photon torpedoes!" the other ship is 1,500,000 miles away - a bit far, for even *STAR TREK weaponry.*

In order to have combat, therefore, it is assumed that the warp speeds of the vessels are the same and that their vector through space is nearly the same. This means that whether they are moving at Warp 1 or at Warp 10, the two ships are hurtling along through space making very small maneuvers compared to their overall speed.

STARFARINGRACES

In this chapter, details are presented about 11 major races in the *STAR TREK* universe. In addition to Humans, there are 5 races from which players may draw their characters. These races are the Andorians, the Caitians, the Edoans, the Tellarites, and the Vulcans. Information also is presented about 5 races that are not used for player characters. These non-player character races include the Gorn, the Klingons, the Orions, the Romulans, and the Tholians.

ANDORIANS

Andorians are blue-skinned humanoids with white hair. Their slim builds conceal the well-muscled bodies of warriors. They have a pair of knobbed antennae extending from the sides of the crown of the head; these are sensitive organs of hearing, more sensitive in some ranges than those of Humans or Vulcans, but also more vulnerable and exposed. Andorians are stronger and more hardy than Humans, on the average, but they are not as lucky. Like Humans, they have a low Psionic Potential.

Andorian history is one of conflict, though they do not battle without reason. The martial spirit is still alive in Andorian culture. Andorians are extremely disciplined, possessing a strong sense of duty and personal honor, and so they make excellent military officers. Though they are stoic and largely unsentimental, they do respect and revere family ties.

Andorians are fond of technology, but they insist on its use with respect for nature. For this reason, their early wars of conquest were fought with a regard for planetary environment, and so the Andorians avoided much of the ecological devastation suffered by Terran Humans and many other cultures.

Players may choose characters from this race.

CAITIANS
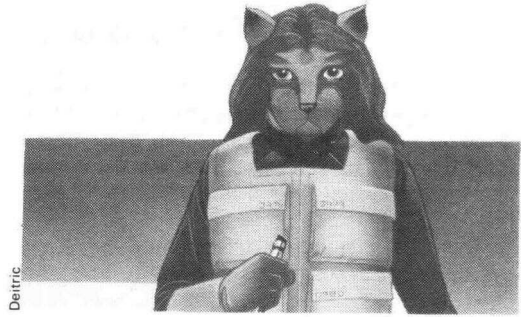
This race walks erect as Humans do. They possess sleek, cat-like bodies covered with soft fur, which also covers their faces and hangs about the head like a mane. They have large golden eyes, long tails, and voices with a purring quality. Caitians are extremely fast, and they have acute senses of sight and smell. They are less hardy than Humans. Their physical beauty gives them a slightly higher Charisma. Their luck is less than that of Humans, but their Psionic Potential is about the same.

Caitians practice total equality of the sexes, and have throughout their recorded history. Even Caitian names have no male or female designation inherently, with a male child as likely to be named after his mother as his father.

They are descended from hunting carnivores similar in some respects to Terra's larger felines. Though descended from meat-eaters, many Caitians are now vegetarians.

Players may choose characters from this race.

EDOANS
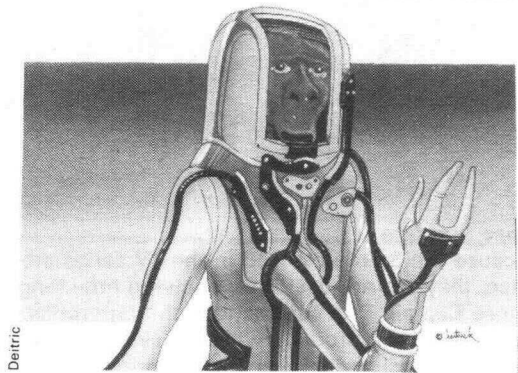
The Edoans walk upright and have some resemblance to Humans, but they have three arms and three legs. Their skin is orange and hairless, and they have round yellow eyes and a concave-structured head. They have sensitive hands and great dexterity. Though they are more dextrous, they are not as strong as Humans, nor are their luck and psionic potential as great.

The Edoans, relative newcomers to the Federation, are reserved and prize privacy. They tend to be shy and introverted, making few close attachments. They are meticulous about detail and make good scientists and technicians. Because of their dexterity, they are among the best toolmakers in the Federation.

Players may choose characters from this race.

8
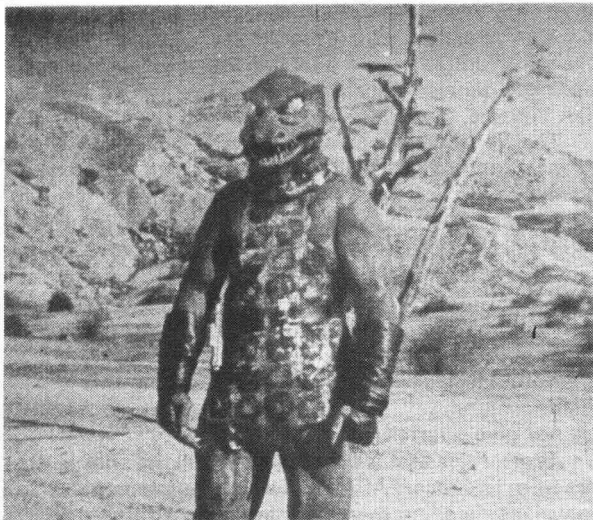
GORN

The Gorn are a reptilian race from planets with greater gravity than Terra and with a harsher climate, which perhaps accounts for their greater endurance. Though battle is not the overwhelming preoccupation with them that it is for Klingons and Romulans, the Gorn prize physical strength and endurance over intellect. Gorn individuals and Gorn society as a whole are not given to subtlety, and thus they do not attempt to be charismatic, preferring to persuade by physical domination. They consider psionics a fidgety and unworthy discipline, and do not pursue such studies. Even Gorn engineering is of the 'push hard until it moves' variety.

Players may not choose characters from this race.

HUMANS
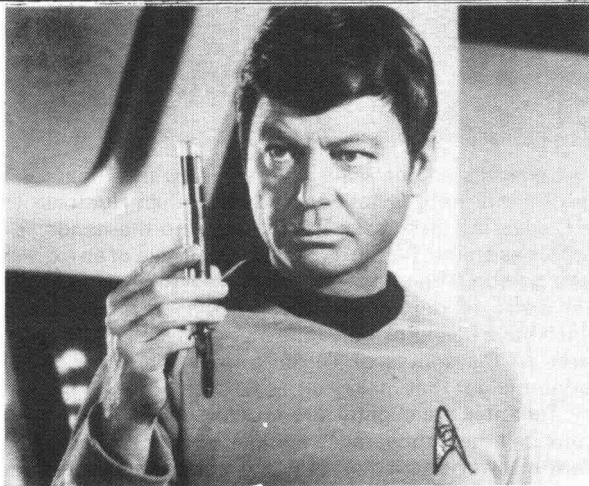
There are more Humans than any other species in the Federation. Besides Humans born on Terra (Earth), there are those from thousands of Human colony worlds. On some of these worlds, particularly those that have been colonized for a long time, the Human population has evolved to better adapt to local conditions.

Besides Terran colonies, there are a number of civilizations with no known ties to Terra that have nevertheless produced native species identical to Humans from Terra in virtually all respects. Scientists have not answered the questions this raises, nor have they explained why even some definitely non-Human races (Vulcans and Klingons, to name only two) still bear so many resemblances to Humans. It is believed by some scientists that ALL humanoid races are offshoots from some common space-travelling race in the far distant past. This theory is not proven, however, and is widely disputed.

All planetary cultures with basically Human physiology are considered as Human, despite unimportant variations in height, weight, skin coloration, sensory enhancement, or other superficial differences. In every attribute but Psionic Potential, the Human race is used to define the average. Humans have very low Psionic Potential, but they are the luckiest of the races.

Though all Humans have basically the same physical characteristics, their motivations and backgrounds may be very different. Not all Human cultures are part of the Federation, some may even be its enemies.

Players should choose their first characters from this race.

KLINGONS

Physically, the familiar Klingons of the TV series are somewhat similar to Terran Humans. They tend to be dark of complexion and hair color, and male Klingons usually wear beards and mustaches. Their internal construction is quite different, however. A scan with a standard medical scanner will detect a Klingon instantly, even though it is quite easy to disguise his outer appearance as a Human.

War is the natural, preferred state for most Klingons and the Klingon racial philosophy. For this reason, Klingon society stresses physical strength and fighting skill above scientific achievement, and most Klingon scientific effort goes into developing tools for warfare. Personal charisma is less important in Klingon society than strength and cunning, and advancement in one's field is often through blackmail, betrayal, force, or trickery. The Klingon government suppresses the development of psionic activity, considering such to be a risk to Klingon security.

Klingons are not berserkers; they wage war with forethought and cunning.

These rules assume that players will not choose characters from this race, although FASA publishes a supplement called **The Klingons** detailing them as a player character race.

ORIONS

The Orions, from planets in the Rigel star system, for the most part, are Human-like beings. The dominant species of Orions have skin color ranging from ruddy, golden orange to the skin tones of Terran Caucasians.

Some very Human-like females, however, are born with green skin. Said to be less intelligent than the dominant Orions (though this may be more from lack of educational opportunity than from genetics), they behave in a semi-animalistic fashion. They usually have long, sharp claws and a greater physical dexterity than the dominant Orions.

Green-skinned Orion females are held in semi-slavery by Orion males. They are extremely seductive, with legend holding that Human males cannot resist them. Transport of slave women beyond the neutral Orion planets is prohibited and, of course, slavery is outlawed at all levels of the Federation. Few Federation Star Fleet personnel have really ever seen an Orion slave female.

Orion pirates and freebooters are sometimes encountered by Federation vessels.

Players may not choose characters from this race.

ROMULANS

Romulans are physically similar to Vulcans, though not quite as strong, perhaps because the Romulan home planets are not as harsh anad demanding as the planet Vulcan. Romulans are intelligent, dedicated, and extremely efficient.

Romulans, unlike Vulcans, are very much creatures of pride, emotion and passion, possessing the capacity for great violence when provoked. Also unlike Vulcans, Romulans are lukewarm about psionic research. They have not abandoned reliance on intuition and hunches to the extent that the Vulcans have done so, causing them to have a luckier reputation than Vulcans.

The Romulan lifestyle is Spartan, with personal wants given upforthe good of the whole. Romulan leaders demand instant obedience from the populace, all of whom are required to serve in the Romulan armed forces. Romulan culture favors obedience over original thought and action, and thus Romulan creative intellectual achievement is not as great as it might be. Unlike the Klingons, Romulans practice sexual equality, being more interested in the efficiency of an officer than her/his sex.

Romulans are superb warriors, fighting in a cool, calculating manner. They take no prisoners, and they neither ask nor give quarter.

These rules assume that players will not choose characters from this race. FASA publishes a supplement called **The Romulans** detailing them as player characters.

TELLARITES

Tellarites are basically humanoid, with a coarser skin texture and more facial and body hair than Humans. Their hair, covering all but the frontal face and the hands, is not as thick as animal fur, but is more reminiscent of an extremely hairy person. Their home worlds have a thinner atmosphere than Terra, leading to their overdeveloped nasal openings, which have been unkindly (and sometimes insultingly) compared to the snouts of Terran swine. They have a roll of abdominal fat that makes all Tellarites appear to be portly.

Tellarites are slightly stronger and more hardy than Humans, but their appearance and personality combine to give them a lower charisma. They are not as lucky as Humans and have even less psionic potential.

Members of the Tellarite race are racially suspicious, argumentative and brash, at least by Human standards. Those who trust too much or give in too easily are considered weak fools in Tellarite society. Surprisingly, some Tellarites make good diplomats - they do not give in easily. Tellarites enjoy a good argument, and a merchant's bazaar on a Tellarite world is a very lively place, indeed!

Tellarites are fond of food and drink - and lots of it. Fortunately, alcohol has little adverse effect on them, only making them more stubborn. Nevertheless, they are capable of going twice as long without food or water as the average Human, living off their fatty deposit for quite a while.

Players may choose characters from this race.

THOLIANS
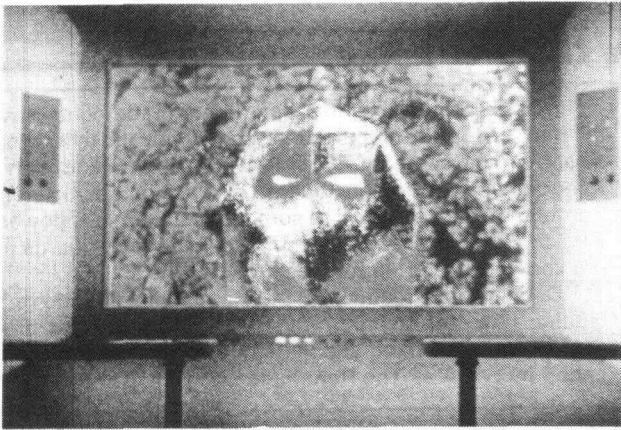
Little is known about the Tholian race. No member of this race has ever been seen in person by a Federation representative, and almost nothing is known about their physical capabilities. What limited information exists are educated guesses based on starship-to-starship encounters, viewscreen observation, and very limited data. Tholians are assumed to be crystalline in structure; they are punctual, precise, extremely suspicious, and unwilling to make face-to-face contact.

Players may not choose characters from this race.___

VULCANS
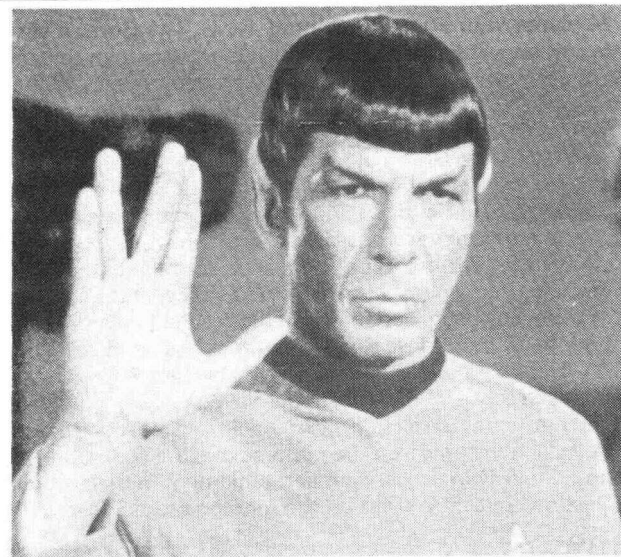
Vulcans were the first alien species encountered by Humans that were significantly different in physiology and psychology from people of Terra. They are Human-like in many respects, but in other ways they are totally different.

The name of their home planet, as translated from their tongue, is Vulcan. It is a harsh world, dry and hot, with higher gravity and a thinner atmosphere than Terra. These conditions affected the Vulcan physical development. Vulcans are stronger than Humans, with more physical endurance. Their blood chemistry is based on copper (rather than iron) as a carrier of oxygen. This makes their blood greenish in color, and gives them a somewhat greenish-yellow complexion. Their eyes are protected from the harsh Vulcan winds and sand by a thin transparent membrane, much like a second eyelid.
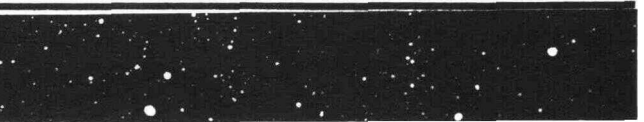
Vulcan's culture is far older than that of Terra. In their prehistory, Vulcans were tribal and warlike, as savage as early Humans, if not more so. Their savagery brought them to the edge of a final war that would have destroyed them. They were turned away from violence by the ancient Vulcan philosopher Surak, who introduced the philosophy of emotional repression that brought them back from the brink of disaster.

Today's Vulcans do not express emotions, letting logical thought and rational decision-making rule their lives. Many Humans hold the misconception that Vulcans have no emotions. This is not true, but it is so widely believed that some Vulcans believe it themselves. Actually, Vulcans hold in their emotional reactions. They depend on mental discipline to keeptheiremotionsfrom affectingtheirthinking and actions.

This process is so ingrained in Vulcan tradition and society that it is almost automatic for Vulcan adults, even under great stress. In fact, the expression of emotion is considered to be in extremely bad taste in Vulcan society, where only a barbarian or a mental defective would think of such a thing.

Interactions with the people from other cultures are slowly changing Vulcan attitudes, especially among Vulcans often exposed to Human culture. Although sophisticated, well-travelled Vulcans find Human, emotional expression baffling and somewhat distasteful, they are able to live and work around Humans in situations where less-sophisticated individuals might be horrified. Nevertheless, even an unsophisticated Vulcan would never SHOW his dismay, preferring to avoid Human contact whenever possible.

The anti-war philosophy that gave birth to logical development has affected Vulcan culture in other ways as well. All Vulcans are vegetarians, finding the idea of killing animals for food totally repulsive. Some Vulcans are extreme pacifists, believing that there is NEVER any reason to kill any living being, but ALL Vulcans will avoid killing except in the most extreme necessity. For this reason, Vulcan characters rarely carry arms, and will not use deadly force against another thinking being except under direct order or in the most extreme emergency.

The Vulcan pursuit of the logical ideal has led them to great accomplishment in both the sciences and the arts. Intellectual pursuits come naturally to Vulcans. They tend to be very private individuals, and dislike to be touched, not even to shake hands.

Another result of the intellectual/mental thrust of Vulcan culture is their development of certain mental powers to a level unmatched by most other races. Centuries of psionic exercise and mental discipline have made Vulcans capable of some amazing mental feats. These disciplines are part of the culture, and most Vulcans can perform them to some degree. Those who are especially skilled are respected by all.

It is widely known that members of the Vulcan race are somewhat telepathic. The ability can be used in various ways, some of them that link more than one individual and others that allow two individuals to share deeply. In modern Vulcan society, it is unthinkable to use telepathy to pry into another's mind, nor is mind contact practiced for trivial reasons. Such contact is intimate and somewhat embarrassing.

Players may choose characters from this race.

GOVERNMENTS

There are 5 main alien governments in the *STAR TREK* universe in addition to the United Federation Of Planets. In order of importance, these include the Klingon Empire, the Romulan Star Empire, the Orion Colonies, the Gorn Alliance, and the Tholian Assembly. This chapter provides a summary of each government and of the Federation contact with that government. A section is provided on the UFP as well.

KLINGON EMPIRE

The Klingon Empire, a military dictatorship controlled by the alien race known as Klingons, is the chief foe and rival of the United Federation of Planets. Klingon culture has raised treachery, assassination, and similar acts to high arts. The Empire is ruthlessly bent on expansion and conquest. Armed conflict between the UFP and the Klingon Empire would be inevitable except for the existence of the Organian Peace Treaty, on which information is given elsewhere.

The Empire is a male-dominated society, though females do hold some positions of responsibility in the sciences and in other technical fields. Male Klingons are warriors, and their warrior culture stresses physical prowess and combat skills above all other achievement. Despite this, Klingon technology is not far behind that of the Federation, and it even equals or exceeds UFP technology in some areas, notably genetic tailoring.

The Klingon Empire also borders the Romulan Star Empire, the two empires warring off and on since long before either came in contact with the UFP. Even so, the two cultures have recently completed negotiations that resulted in an exchange of technology and in trade agreements. Thus, each group has gained some of the technology developed by the other. Some Romulan crews now man Klingon-design starships, and Romulan research has brought the Klingons close to making photon torpedoes operational on Klingon vessels.

Detailed information on the Klingon Empire, including rules for creating and playing Klingons as player characters, is a boxed supplement to these rules. It is published by FASA as **The Klingons.**

ROMULAN STAR EMPIRE

This empire is a rival of the UFP controlled by the Romulans, a Vulcan-like warrior race with a strong code of battle ethics. Romulan culture stresses the good of the Empire over individual accomplishment, and values a simple, Spartan lifestyle. After an early period of warfare, before the development of modern warp technology, the Romulans and Earth-men settled on a treaty via subspace radio. A neutral zone was established between the UFP and the Romulan Star Empire: a no-man's-land where violation by either side was an act of war. There have been several incidents along this border, which is monitored and patrolled on both sides, but outright warfare has been avoided for over 100 years.

The original body of Romulan colonies is known informally as the Romulan Confederation, the name Romulan Star Empire being used for the entire body, including captured worlds. The Federation's first contact with the Romulan Star Empire led inevitably to war. So terrible was this early conflict that in no engagement did Federation personnel who actually made contact with the enemy survive to tell about it. The first Romulan war was fought a century prior to the mission of the *Enterprise,* but only since recent times (Stardate 1709.0) has the Federation seen a Romulan.

Most recently, the Romulans have made contact with the Klingon Empire and formed certain trade and technology-swapping agreements. This has led to the adoption of Klingon-design ships (including *D-7* class battlecruisers) by Romulan fleets, replacing to some extent their less powerful *Bird Of Prey* class ships. Romulan soldiers and guards also are known to use Klingon-design sidearms.

Detailed information on the Romulan Star Empire, including rules for creating and playing Romulans as player characters, is a boxed supplement to these rules. It is published by FASA as **The Romulans.**

ORION COLONIES

The Orion Colonies are allegedly neutral toward the Federation in external matters. They tend to encourage privateers (pirates), however, on an informal and unoffical basis, and Orion pirates and smugglers are sometimes encountered by Federation starships.

GORN ALLIANCE

The government of the worlds controlled by the reptiloid race known as the Gorn is called The Alliance. The Gorn evolved on the planet S'sgarnon, a temperate, warm Class M planet with a local gravity of 1.4 G. The Gorn, a strong, hardy race of fierce warriors, developed a culture that stresses strength, courage, and the natural dominance of the fittest. The Gorn Alliance is controlled by two Autarchs, one who represents the Gorn home world and the other who represents the Gorn colony worlds.

No state of war exists between the UFP and the Alliance, thanks to negotiations begun after the initial contact. Peace negotiations have progressed on Clanhaven, a UFP world close to the frontier. The Frontier Accord limits the buildup of military shipping in the disputed space, and a joint commission has been working slowly at building up an agreeable boundary, though no final agreement has been reached.

Negotiations progress slowly because the Gorn are split between those who would negotiate peacefully with the UFP and the 'actionist' faction who believe in direct confrontation. Both factions agree on the premise that the Federation must not hinder Gorn expansion and fulfillment of their 'Manifest Destiny,' but they differ on the methods to be used.

THOLIAN ASSEMBLY

The governing organization of a small space empire controlled by the Tholian race is called the Tholian Assembly. Little is known about Tholian culture, since the Tholian race is of a totally non-humanoid type.

The Tholians apparently are not interested in conquest, but the Tholian Assembly jealously guards its borders against intruders, allowing no traffic there without challenge. Though no state of war exists between the Tholians and the Federation, Federation vessels avoid Tholian space whenever possible. The Tholians have never been known to venture beyond the boundries of their own space.

UNITED FEDERATION OF PLANETS (UFP)

The United Federation of Planets is an interstellar political alliance composed of many autonomous planetary system governments, including those of Terra (Earth), Vulcan, Cait, Tellar, and Andor. A representative democratic organization, the UFP is governed by the Federation Council, to which each member world sends delegates. The UFP governs all interstellar relations among member worlds, and between the member worlds and non-member governments. Although member worlds have a great deal of independence with regard to their internal affairs, Federation laws and regulations have precedence in interplanetary matters.

The gigantic Federation bureaucracy has the enormous task of regulating and coordinating the interstellar efforts of all member cultures. They maintain a Federation-wide monetary and credit system, coordinate scientific research and development of new technology, arbitrate intercultural disputes, develop data banks of scientific, technical, and historical information, encourage interculture trade and cultural sharing, and many more functions. The two most important jobs of the UFP are protection of UFP citizens and exploration of the galaxy, both of which are largely the job of Star Fleet, a semi-military arm of the UFP entrusted with peacekeeping.

law enforcement, trade regulation, and exploration.

The area of the galaxy known as 'Federation space' is not inhabited by Federation-member cultures alone. Though membership in the Federation is considered beneficial, it is in no way compulsory. Many non-member cultures exist within Federation territory, and live quite peacefully alongside their Federation neighbors. Some are totally outside the Federation's influence and have no official contact with the UFP. Others have mutual non-aggression agreements, with cultural exchange, but have not entered into more restrictive agreements. A few groups, such as the Orion Colonies, have unusual status; they are less than full members but more than just associated cultures. On non-member worlds. Federation law is not in force, though many such worlds have extradition treaties, trade agreements, and mutual protection pacts with the Federation.

Ambassadors are usually sent to nearby, friendly but non-member cultures to represent Federation interests in interstellar matters. Cultures not sufficiently advanced to be Federation members may become Federation protectorates if they wish, enjoying the benefits of advanced Federation medical and technical knowledge in developing their culture to a higher level.

Cultures within the Federation sphere of influence that are not intellectually or socially prepared to enter interstellar society or to accept the idea of interstellar travel are observed carefully, but without interference, by Federation sociologists with the help of Star Fleet.

100 Days at Various Warps

Scale in Parsecs

Warp	3	4	5	6	7	8	9	10
Parsecs	2	5.5	10	18	28	43	61	83

0   10   20   30   40   50   60   70   80

★ Major Inhabited Star System
○ Outpost

BORDER OF FEDERATION SPACE

THOLIAN SPACE

★Cerberus
★Antares

★Deneb

★MAO

★Illyria
★Cygnia Miros

★Spica

★DeHa

ORIGINAL
FEDERATION
BOUNDRIES

★Cochrane

★Antos

★Planet Q

GORN SPACE

★Benecia

★Central Navigation Beacon

★New Paris

★Arianuus

★Edos

★Cetus

★Markus

★Cait

★Axanar

★Memory Alpha

★Novoe Petrograd

★Tautallus

★Catulla

★Daran

★Adhara

★Janus

Neutral Zone

ROMULAN EMPIRE

★Betelgeuse

KLINGON EMPIRE

★Organia

★Theta

★Argelius

Orion Homeworld

★Rigal

STAR FLEET COMMAND

Star Fleet was created by the United Federation Of Planets to be responsible for the protection of the Federation, the exploration of unknown areas, the colonization of habitable planets, and the safe transport of individuals and goods. Star Fleet is a truly unified organization, comprising commands in all of these areas.

The chart shows the organization of Star Fleet. The Office Of Star Fleet is broken into two broad categories, the administrative services and the policy arm of Star Fleet, as shown. The administrative services fall under the Deputy Secretary For Administration, and the policy services fall under the Deputy Secretary For Plans And Policies.

When the size of the Federation is considered, along with the time necessary for communications even at the Warp 15 speed of subspace radio, it can be seen how all units in Star Fleet are somewhat autonomous. Federation space is divided into 17 districts. Each district has one Star Base, normally commanded by a Commodore; each is responsible for all personnel and vessels in its district.

STAR FLEET TABLE OF ORGANIZATION
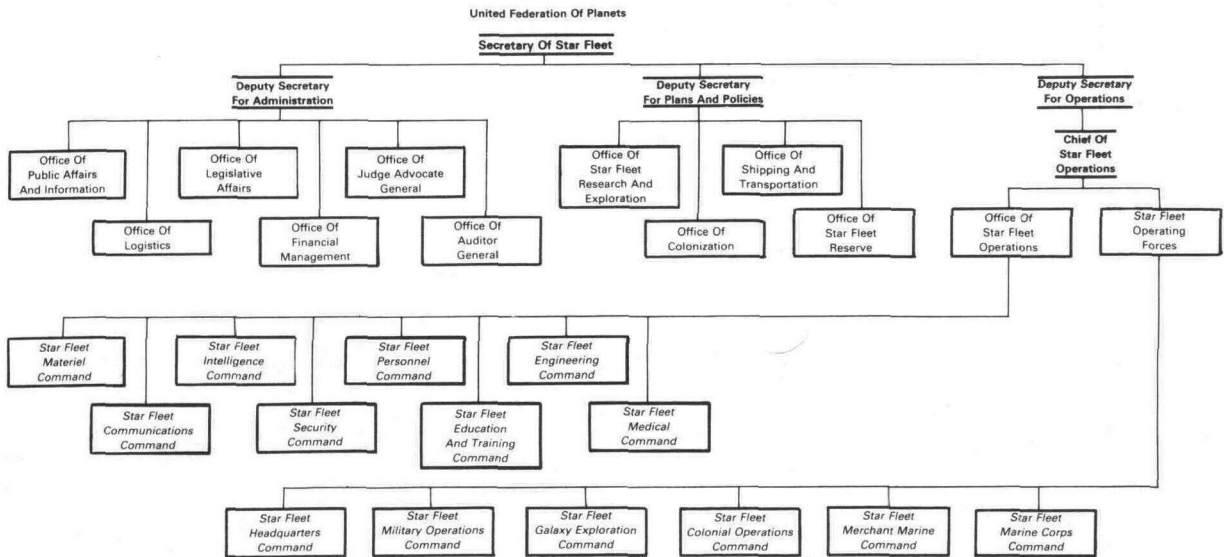
The Office of Star Fleet Reserve and Star Fleet Operations fall under the Deputy Secretary For Operations. Star Fleet Operations are under the control of the Chief Of Star Fleet Operations, whose organization is broken down into the Office Of Star Fleet Operations and Star Fleet Operations Forces as shown. Star Fleet Operating Forces (where player characters are posted) consist of Star Base Headquarters Command, Star Fleet Military Operations Command, Galaxy Exploration Command, Star Fleet Colonial Operations Command, Star Fleet Merchant Marine Command (including the Bureau Of Space Safety), and Star Fleet Marine Corps Command.

Most Star Fleet vessels fall under the control of the Military Operations Command, the Galaxy Exploration Command, the Colonial Operations Command, or the Merchant Marine Command. Star Fleet personnel aboard these vessels fall into the chain of command in these operations forces.

An inhabitant from any member planet may join Star Fleet if he or she can meet Star Fleet's rigorous requirements. Officers who attend Star Fleet Academy or Star Fleet Officer Candidate School choose a branch of specialization for their training. These include navigation, helm operations, engineering, science, medicine, communications/damage control, and security, among others. Any officer trained in any branch may be assigned to any vessel or base. On assignment, each officer reports to a Department Head, who, in turn, reports to the vessel's Captain or Base Commandant.

Each Star Base has thousands of personnel, vessels, and smaller bases under its jurisdiction. The fleets under the jurisdiction of Star Bases may be made up of any number of vessels, depending upon the fleet's mission. Fleets may be assembled with several escorts protecting a convoy of Colonial Operations vessels, or tens of ships into a battle fleet in reaction to an attack on a border. A fleet may consist of several Exploration or research ships or research ships with Military escort. Merchant Marine ships could travel together for safety. The list is endless. Fleets are normally assembled only for short periods of time (a few months to a year) for specific missions (be it a diplomatic mission or a border skirmish). Normally, however, once a ship is assigned to a Star Base it stays with that Star Base for the duration of its useful life due to the vast distances involved.

Constitution class ships, of which twelve are operating at the time of Kirk's first 5-year mission as *Enterprise* commander, are assigned as needed to Star Bases. These vessels operate independently, answerable only to the operations command under which they are commissioned. These ships are rarely assembled into fleets except for short periods of time.

MILITARY OPERATIONS COMMAND

Protection of the Federation is one of the main tasks of Star Fleet. Although Star Fleet and the UFP have peaceful goals, there are those (like the Klingons) who have other ideas. Military Operations exists to provide defense and to act as the peace-keeping force of the Federation.

The military has many different types of ships, some extremely powerful, but none to match the overall effectiveness of the *Constitution* class. Some ships may have more weapons, but none have the power and the quality of crew. Thus, though the *Constitution* class vessels are nominally attached to the Galaxy Exploration Command, they are on call for Military Operations Command assignments as well.

It must be remembered that the Military Operations Command acts defensively only! Star Fleet does not exist to take over the galaxy, but to insure the peaceful coexistence of all peoples.

GALAXY EXPLORATION COMMAND

Exploration Command is responsible for the exploration of the unknown areas of the galaxy. Vessels of all sizes, ranging from scouts with 5-man crews to *Constitution* class starships with crews of 430 officer-grade personnel, are under the jurisdiction of this command. Exploration ships take independent action, largely because they are far from higher command in time and space. In many instances, they are the first contact with new civilizations. They are like the explorers of old, mapping the galaxy, discovering new planets to colonize, establishing trade routes, fighting defensive skirmishes, acting as ambassadors of the UFP, and so on.

COLONIAL OPERATIONS COMMAND

Colonial Operations is responsible for settling suitable planets. Exploration Command vessels find appropriate worlds, and then the Colonial Ops personnel move in. First, a small survey ship (crew of 20 to 100) makes a study of the planet to make certain no native intelligent life is threatened and to survey and map the planet thoroughly. Native flora and fauna are studied and possible sites for settling are determined, maintaining a concerted effort to insure that the planet's ecology will not be upset by the colonists. Geological formations are surveyed to determine if the planet can export mineral wealth. Integration, not domination, is the watchword in Star Fleet.

Once the survey ship is satisfied that all is well, a medium-size ship (crew of 25 to 150), with 200 to 750 permanent settlers is sent to establish one or more small, permanent colonies. A spaceport and transporter facilities are among the first projects, followed by living quarters, offices, and maintenance shops. This group of colonists are the advance guard, so to speak, of the larger vassels that will arrive shortly, bearing thousands of colonists.

The largest colonial vessels, carrying up to 1000 people and their personal belongings, arrive once a permanent settlement has been established, assuming no problems have been encountered. They travel in groups with an armed escort; the number depends on the size of the new colony.

MERCHANT MARINE COMMAND

The Merchant Marine provides transportation of troops and cargo, operates ships that support Star Fleet scientific projects and other Federation programs. Furthermore, it enforces Federation criminal laws, revenue and navigation laws, and the rules of the spaceways. It also enforces port security, including traffic and pollution control. It staffs customs offices and enforces customs regulations, immigration, and quarantines. In wartime or in emergencies, the Merchant Marine Command joins with the Military Operations Command, providing convoy ships and escorts, troop transport, and the like.

The Bureau of Space Safety is a part of this command, operating life-saving stations and rescue craft, providing emergency medical aid, placing and maintaining navigational aids (including buoys, beacons, and communication stations). This bureau is responsible for overseeing the safety regulations for constructing and operating private merchant craft, for passenger liners, and for private yachts and other non-commercial vessels.

Merchant Marine vessels range in size from small police ships like those in the Military Command through freighters carrying a few metric tons or passengers to ships carrying thousands of tons or hundreds of passengers. Many ships have no live crew, being robot freighters. These ships are normally found on 'tame' routes deep within the Federation boundaries and safe from pirates and enemies.

Many crewmen and officers aboard private trade vessels began service in the Merchant Marine Command, attending Star Fleet Academy or UFP-supported merchant schools. Fully one-quarter of all Star Fleet officers are detailed to this command. For more information on merchantmen, see the rules supplement **Trader Captains and Merchant Princes,** available from FASA.
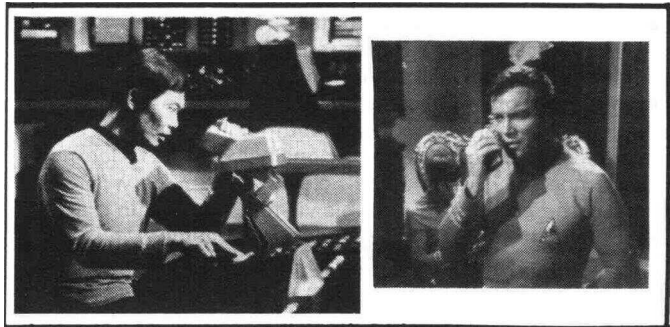
MARINE CORPS COMMAND

In addition to the starships and fighting crews of the Military Operations Command, Star Fleet also fields impressive ground forces. The ground forces are part of the Marine Corps, which functions much as the 20th-century Marine Corps cooperated with the US Navy. Marines also are used as planetside police, as guards at large bases, and as defensive fighting units on hostile worlds.

STAR FLEET ACADEMY

Under the Office Of Education And Training, the Academy is responsible for initial and advanced training of Star Fleet officers. Academy instructors staff Branch Training schools. Department Head School, Command School, and the War College. Many officers serve one or more tours as instructors at the Academy or its subsidiary schools.

Advanced training at the Academy is possible in the sciences and in medicine, in cooperation with the Office Of Research And Exploration, which provides some of the Federation's foremost scientists to instruct promising science officers and specialists, and with Star Fleet Medical Command, which provides advanced medical training comparable to that available in the best Federation teaching hospitals.

RANK AND POSITION

It is important to understand the difference between an individual's *rank* in Star Fleet (Chief Petty Officer, Ensign, Lieutenant, and so forth) and his *position* aboard ship (Transporter Chief, Chief Navigator, Communications Officer, First Officer, and so on).

Rank is a service distinction based on experience, ability, and degree, or amount, of responsibility. In Star Fleet, it crosses all divisional lines, with the same system of ranks being used by scientists and soldiers alike. Position, on the other hand, is a job distinction based on an individual's immediate responsibility and his training. An individual's rank tells how much authority he has, and his position tells what type of duties he performs. Just as rank carries responsibility, so does it grant privileges; position, in itself, does not convey privileges.

As an individual carries out his duties, his rank is important only with respect to his place in the chain of command and with respect to how appropriate his rank is for the duties he is expected to perform. Under most conditions, an individual must obey the orders given by someone of higher rank. In some cases, however, orders or tasks given by someone who directly supervises an individual's activities, such as his Department Head, may take precedence over orders given by someone of higher rank from another department. Rarely, an officer's orders may be countermanded by medical authority or by an officer just below him in chain of command if there is sufficient evidence that the officer is in dereliction of his duty or is unfit for command responsibility.

It is possible for a lesser-ranking officer to have direct command responsibility over a higher-ranking officer, if the high-ranking officer has a *position* subordinate to the lesser-ranking officer. Thus, a Lieutenant in command of a vessel may have direct command responsibility for a Lt. Commander temporarily assigned as Science Officer, he would not have command control over his visiting Admiral. In practice, Star Fleet attempts to avoid such assignments.

Some positions may only be held by a person of a particular rank; though the position may be filled temporarily by someone of lesser rank, the individual must be promoted in order to fill the position permanently. For instance, the commander of a *Constitution* class starship must hold the permanent rank of Captain or above. This is not true of all positions. Though a science officer aboard a *Constitution* class vessel must have the rank of Lt. Commander or above, on a smaller vessel the position may be filled by a Lieutenant, an Ensign, or possibly even a non-commissioned officer if the ship is very small.

The table shows the various ranks in Star Fleet.

An individual is most commonly referred to by his rank. When dealing with the individual's specific responsibilities in his position, he may be referred to by the title of his position. Thus, in formal terms it is 'Captain Kirk,' 'Lieutenant Uhura,' 'Ensign Chekov,' or 'Lieutenant Commander Scott.' In other situations, Captain Kirk might introduce McCoy as 'Chief Surgeon McCoy' or simply 'Dr. McCoy' because *what* McCoy does aboard ship is more important than his rank.

Confusion sometimes occurs because of the similarity between the the title 'Chief Petty Officer,' which is a rank, and such titles as Transporter Chief,' 'Chief Engineer,' and so forth, which are positions in which the responsibilities are acknowledged by the word 'Chief.' Individuals with these ranks and positions may be called 'Chief Smith' informally.

In one other case can there be some confusion. The commander of a vessel in space is accorded a special measure of respect: while aboard his ship or performing duties relating to his ship, he is *always* referred to as 'Captain,' even if his permanent rank is lower. Thus, a small scout ship bearing three or four low-ranking officers is commanded by 'Captain Smith' even if Smith is only a Lieutenant. Off the ship, or in general terms, that officer is 'Lieutenant Smith.' Either way. Smith is still subordinate in rank to Lt. Commanders and higher ranking officers when not on board his command.

Any commissioned Star Fleet officer may be referred to in a general sense as 'Mister,' a term that is not a mark of either rank, position, or sex. The term is used with a surname (such as Mr. Spock) by a lesser-ranking officer as a term of respect, or by a higher-ranking officer as a formal or informal mode of address; generally, the term is not used by enlisted men, who most frequently use an officer's rank. Furthermore, it is not used for someone who has a medical degree, and it is never used for the commander of a star vessel while in active pursuit of his duties, no matter how high-ranking the officer speaking.

The use of 'Mister' for women is a matter of personal preference. A female officer is never referred to as 'Miss Uhura' or 'Ms. Chapel' except very informally. If the term 'Mister' is annoying or undesired by either the officer speaking or the female officer being addressed, the rank or title is substituted. Thus, while Uhura was always called 'Lieutenant Uhura' and Christine Chapel was always called 'Nurse Chapel,' Lt. Saavik in THE WRATH OF KHAN *was* referred to as 'Mr. Saavik.'

A higher-ranking officer may call a lower-ranking officer simply 'Mister,' leaving off the name entirely, but this form of address is usually reserved for reminding the officer addressed of his subordinate status. (An annoyed Kirk might snap, "Get us back on course. Mister, and right now!")

Enlisted Men And Non-Commissioned Officers
  Recruit
  Enlisted, Second Class
  Enlisted, First Class
  Petty Officer, Second Class
  Petty Officer, First Class
  Chief Petty Officer
  Senior Chief Petty Officer
  Master Chief Petty Officer
  Warrant Officer
  Chief Warrant Officer
Academy
  Cadet
  Midshipman
Commissioned Officers
  Ensign
  Lieutenant, JG
  Lieutenant
  Lieutenant Commander
  Commander
  Captain
  Commodore
  Admiral

DEPARTMENTAL POSITIONS ABOARD A STARSHIP

  Commanding Officer (Captain)
  First Officer
  Command Department Heads
    Chief Engineer
    Chief Navigator
    Chief Helmsman/Weaponry Officer
    Chief Communications/Damage Control Officer
  Support Department Heads
    Chief Science Officer
    Chief Medical Officer (Surgeon)
    Security Chief
    Chief Supply Officer

Assignment insignia is located 3 cm. below shoulder seam. Rank stripes/ insignia are black. Distance between assign/rank is 3 cm.

ENLISTED

Recruit — Enlisted 2nd Class — Enlisted 1st Class

(Stripes are .5 cm. wide)

Petty Officer 2nd Class — Petty Officer 1st Class — Chief Petty Officer
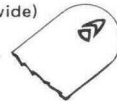
WARRANT
1 cm. wide
Stripes are silver

Senior Chief Petty Officer — Master Chief Petty Officer — Warrant Officer
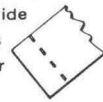
OFFICER

Chief Warrant Officer — Ensign — Lt. Jg.
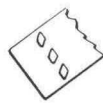
All Officer stripes are located 6 cm. from cuff.
2 cm. wide Braid is gold
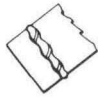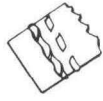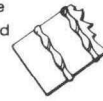
Lt. — Lt. Commander — Commander
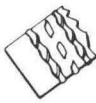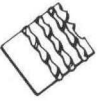
Captain — Commodore — Admiral

ACADEMY
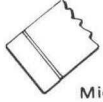
Cadet — Midshipman
gold stripe 1 cm. wide

STAR FLEET CHAIN OF COMMAND

The chain of command outlines the way authority passes if the commander of a starship or a star base cannot function in his duties. If he is injured or grievously ill, or perhaps incapacitated for some reason, a commander's authority is passed along to the *next* senior unrestricted line officer. In general, this means that the officer with the next highest rank will take command; if there are two officers of equal rank, the officer with the longest time in grade takes command. If, in turn, that officer cannot function, then the authority passes to the officer next in line, and so on.

Line officers are those in the major bridge positions; *staff* officers generally include those in services, security, and other staff departments. Restricted line officers generally include Medical Officers and sometimes include Science Officers; whether or not these officers are restricted depends on the vessel and its mission.

SHIP CLASSIFICATIONS

Star Fleet has thousands of ships, each classified by type or use. Each type is given a range of unique hull numbers. There may be several classes of ships of one type, each class within this type being given a sub-range of these numbers. The types of ships currently in use and their hull numbers are given below. Vessels under 10000 metric tons are considered to be small, those from 10000 to 60000 tons are medium, and those above 60000 tons are large.

STAR FLEET VESSEL CLASSIFICATION

SHIP TYPE	HULL NUMBERS
Cruisers	1000—1999
Frigates	2000—2999
Destroyers	3000—5999
Scouts	6000—8999
Escorts	9000—11999
Command	12000—12499
Courier	12500—15999
Explorer, Small	16000—18999
Explorer, Medium	19000—20999
Explorer, Large	21000—21999
Research, Small	22000—23999
Research, Medium	24000—25999
Research, Large	26000—26999
Colonization, Small	27000—27999
Colonization, Medium	28000—29999
Colonization, Large	30000—31999
Robot Transport, Small	32000—37999
Robot Transport, Medium	38000—45999
Robot Transport, Large	46000—55999
Manned Transport, Small	56000—65999
Manned Transport, Medium	66000—69999
Manned Transport, Large	70000—89999
Miscellaneous	90000—99999

NON-STAR FLEET VESSEL CLASSIFICATION

SHIP TYPE	REGISTRATION NUMBER
Robot Transport, Small	Axxxxxx
Robot Transport, Medium	Bxxxxxx
Robot Transport, Large	Cxxxxxx
Manned Transport, Small	Fxxxxxx
Manned Transport, Medium	Gxxxxxx
Manned Transport, Large	Hxxxxxx
Passenger, Small	Lxxxxxx
Passenger, Medium	Mxxxxxx
Passenger, Large	Nxxxxxx
Miscellaneous	Rxxxxxx
	Sxxxxxx

ENCOUNTERS IN SPACE

A Handbook for Star Vessel Protocols

The following text was written by Garth of Izar, Captain, Star Fleet. It has been annotated and added to by James T. Kirk, Captain, Star Fleet. All annotations are presented in italics.

ON FIRST SENSOR CONTACT

The most dangerous period of an encounter beween two star vessels is the period of time between first sensor contact and identification of the unknown ship. It is during this period that a commander is most likely to make a mistake in judgement, and mistakes here can cost him his ship or cause him to open fire on a friendly vessel.

This period of time is to be used for gathering as much information as possible. Make it work by being aware of the things even the smallest clues can tell about an unknown vessel's intent. Long before positive identification is possible, important bits of information are conveyed that may save ship and crew.

Look first at the unknown's course and speed. An intercept course is a red warning! In the vastness of space, such things cannot be accidental: the odds against it are enormous. If your courses will intersect, or even come very close, the unknown is seeking you out. On the other hand, if the unknown's course is simply carrying it through your sensor area, you cannot even assume the unknown knows you are present. *Neither, of course, can you assume it does not. - Kirk*

An object moving at sublight speed may not even be a ship, but no natural object can travel faster than light. If an object's speed is or exceeds Warp 1, it is of intelligent manufacture. *Tachyons and certain other subatomic particles move faster than light, a fact known to Captain Garth. Therefore, it must be assumed he was referring to the fact that no natural phenomenon travels faster than light AT WILL. This statement was true at the time he wrote it, and no other form of life but the 'Lights Of Zetar' has appeared to dispute it. The so-called 'Lights Of Zetar' are the only known life form capable of greater-than-light speed without technological aid. None of these unique alien life forms are believed to remain in existence, but it does raise the extremely remote, but still finite, possibility of purely natural faster-than-light travel.- Kirk*

A parallel course, especially one that matches your speed, also is revealing. Such a vessel does not wish to approach immediately, but wishes only to observe and perhaps to follow. It is possible that the commander of such a vessel may be underestimating your sensor distance and does not know that YOU are aware of his presence. It also may be that the commander of the unknown vessel WANTS you to know he is there, for reasons of his own.

Watch the approach of a vessel as it comes closer, noting its closing speed. This will determine the amount of time you have to gather data before it comes close enough to identify or to fire on you. Use this time to find out all you can, even if all you have is seconds. At the end of this time, you will have to make decisions and make them fast, based only on what you can learn during this period. Do not act from ignorance.

ON IDENTIFICATION

Vessels that come close enough to be identified positively as star vessels fall into four categories. Star Fleet regulations deal with each, but they are of necessity vague, leaving many important decisions to the commander in space. Nonetheless, there is an overlying philosophy that guides procedures for all types of encounters - the desire to preserve peace.

Where conflict can be avoided, WITHOUT ENDANGERING THE SECURITY OF THE FEDERATION, the Star Fleet commander is duty-bound to do so. Above all law, above all regulation, is this simple principle. We must share this galaxy with all its living, thinking peoples. Even a vessel belonging to an unfriendly power, when encountered in open space, is to be accorded its rights and privileges without undue challenge. It is the starship commander's task to judge when a ship is exercising free privilege, and when it is committing an overt act of aggression. The line can be a very fine one indeed.

Star Fleet regulations prohibit firing on any vessel unless such vessel "by its presence or overt actions presents a clear and present danger to the security of the Federation, the safety and rightful free passage of its citizens, or the dutiful proceedings of a vessel under its registry." Regulations further state that a vessel which "behaves in a manner that overtly and directly threatens the security of a Star Fleet vessel" may be fired upon only when "IN THE CAREFULLY CONSIDERED JUDGEMENT OF ITS COMMANDER, no other action can be reasonably taken to avoid armed conflict, without, by so doing, presenting a greater threat to the Federation, its citizens, or to the ship in question itself."

While those words seem straight forward enough on the surface, they leave the hard part of the decision right in the lap of the commander of a vessel in space. When YOU are that commander, YOU alone will make that decision, and perhaps face a Star Fleet Board Of Inquiry to defend that decision. That is, you may face a Board if you are left alive to do so. With most mistakes, you won't be, and neither will your crew.

Let us examine the four types of ship-to-ship encounter, with some practical suggestions on how each can be handled within Star Fleet regulations, with an eye toward protecting friendly relations with other cultures without jeopardizing your ship or the Federation's security.

On Encountering Friendly Vessels

When a familiar identification beacon is received, you may breathe a silent sigh of relief, but it is not yet time to completely relax your guard. Confirm communicated identification with visual sighting. Even then, there is a certain set of protocols to be observed, not only for security reasons but as a measure of respect to the master of a vessel in space.

When encountering friendly vessels, establish visual communication as soon as possible. Refusal of visual contact without sufficient explanation should alert you to the possibility of trouble. Insist on such contact where you are in a position to do so. Also, do not hasten to approach a vessel that will not permit such contact, and do not permit such a vessel to approach you.
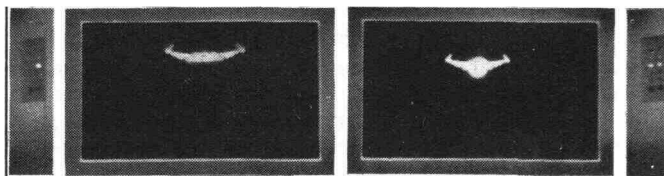
Star Fleet regulations allow a commander to hold a vessel at maximum positive sensor range if it refuses, or cannot give, visual communication. If a vessel, even a friendly one, refuses this privilege, you are required to give it a warning.

quoting the regulation. If the vessel continues approach, you are required by Star Fleet regulation to raise defensive shields and go on defensive alert status. At this point, the vessel is no longer, under regulations, considered 'friendly,' and must be treated as potentially hostile.

On Encountering Neutral Vessels

Under Star Fleet regulations, vessels belonging to neutral powers *(such as the Orion colonial planets- Kirk)* must be treated as friendly vessels until their overt actions present an 'unfriendly posture.' Dealing with neutrals is tricky business, chiefly because what constitutes an unfriendly posture is left entirely to the star vessel commander to interpret. If questioned later, your actions regarding neutrals may be examined by a Board Of Inquiry.

An examination of Captain Garth's own exemplary record reveals that he often acted first to protect his ship and the Federation's security, and "worried about the Board later." His only justification for his actions, and the only justification needed, was that he was proved right again and again. His record shows that he tended to err on the side of peace whenever possible, granting a suspicious vessel all possible leeway, until such time as the safety of his crew was directly threatened. Again and again, he made correct decisions based on very little evidence. Such a feeling for command decisions cannot be taught by a text. It can only be learned by experience. - Kirk

On Encountering Unfriendly Vessels

A vessel is considered unfriendly when it belongs to a power defined as unfriendly, such as the Klingon Empire, *(the Romulan Confederation and the Corn Alliance are other unfriendly powers- Kirk)* or when by its actions *(firing weapons, refusing to hold distance and/or communicate meaningfully, etc. - Kirk)* it has displayed an unfriendly posture.

The raising of defensive shields, however, can be interpreted as an act preparatory to aggressive action. Thus, shields should be withheld if there is no clear and present danger to the ship. A ship proceeding on an intercept course, refusing communciation, can be considered presenting an unfriendly posture, as can one passing closely within range of arms, despite requests to the contrary. Still, shields should be raised only if the commander feels an attack is imminent.

Once shields are up, expect to take fire! Prepare weapons and lock them for maximum effect. But DO NOT FIRE unless you can establish that you actually are under attack. Regulations do not define this condition, but the proceedings of previous Star Fleet Boards Of Inquiry can give us some guidelines.

If a vessel raises defensive shields when approaching rapidly, or maneuvers deliberately to bring firepower to bear, it must be considered hostile. Rarely, you may even be forced to fire first. If so, be very sure you can defend your actions later, but do not let indecision cripple you! Protect your ship and carry out your duty as best you can.

When you do fire, it is Star Fleet policy to rapidly destroy the enemy's capability to perform damage. In other words, you must attempt to remove the enemy's ability to fight. This does not always require destruction of the enemy vessel or even massive loss of life. In fact, destruction and loss of life are to be avoided, unless the vessel's "mere, unarmed presence presents a clear and present danger to security or safety," in which case it may be destroyed. Boards Of Inquiry rarely find total destruction of a vessel to be justifiable.

Once an enemy ship shows a willingness to break off hostilities, allow itto do so, but retain afull defensive posture. Demand immediate removal of the threat to security, either by removal of the ship from the area or surrender of the enemy ship. A ship that performs an act of war *(such as attacking within clearly defined Federation territory, or attacking an identified, unarmed vessel on legitimate business- Kirk)* cannot be allowed to leave and must be forced to surrender or be disabled.

Disabled ships are agreed to be those that either cannot attain warp speed or have no operable weaponry. Certain unfriendly vessels, particularly those of the Romulan Star Empire, have never been known to surrender. When encountered in Federation space, in violation of the pertinent Treaty, they must be destroyed if they attack overtly. Commanders are cautioned never to closely approach a Romulan vessel except under direct orders from Star Fleet, as Romulan commanders have orders to destroy their vessels to escape capture and boarding. - Kirk

On Encountering Unknown Vessels

The Star Fleet ship commander treads on thin ice indeed when encountering a ship not belonging to any known starfaring power. In encounters with an unknown race, a commander must be particularly careful not to initiate action that would be interpreted as hostile. Give someone new enough room to be your friend before you make an enemy of him. Star Fleet vessels are under strict orders not to open fire on, or take an unfriendly posture toward, a vessel of unknown origin unless it commits an openly hostile act, or openly declares hostilities.

Frankly, we could lose a lot of good men and ships this way, but it is this stance that separates the Federation from such conquerors as the Klingon Empire. Historically, this policy has paid off more often than not. The Andorian Stellar League was met in its first human encounter by an armed vessel. How much different would Federation history be if that meeting had resulted in conflict!

You will never be sure, when you meet that first unknown race, what the results will be. Act with prudence. Think of the safety of your ship, yes, but think also of the future of the Federation. War is not a dishonorable profession; I have been a warrior all my life. But peace is more honorable still, and it is worth great risk to establish and maintain.

Historical note: At one point during Captain Garth's first command, his ship encountered a badly damaged ship belonging to no known race. Before communication could be established, the small ship turned and opened fire. Garth's vessel was damaged, but, though he raised defensive shields, he did not immediately return fire. Keeping a heavily-shielded side to the vessel, he held course and continued beyond the vessel, stopping just within sensor range.

The unknown vessel broke off the attack upon Garth. Soon after, the two vessels established communication. It was learned that the ship had encountered a larger war vessel of the Klingon Empire. The small ship was badly damaged when the Klingons attacked before the small ship could use its superior speed and maneuverability to escape. The commander of the vessel, upon detecting Garth's ship, assumed the Klingons had followed to finish him off and opened fire.

Despite the inauspicious beginning, the Federation was able to establish mutually beneficial trade and defense agreements with the newly encountered race. A Board Of Inquiry commended Capt. Garth for showing "unusual and meritorious restraint in the pursuit of peace, despite overwhelming evidence of hostile intent". Later, Garth was heard informally to remark, "If I'd been wrong, they'd have called me a fool and a criminal - but I'd have never had to hear it!"- Kirk

EQUIPMENT

PERSONAL EQUIPMENT

This section contains descriptions of many common pieces of personal equipment provided to Federation Star Fleet personnel. It includes information on how the equipment functions and how it is used. Where similar equipment is available to non-Federation races, the differences are mentioned.

ANTIGRAV

These small, hand-held devices are used to move heavy equipment easily from place to place by cancelling it's weight. Objects attached to them have no effective weight, though, and can be 'hung' in mid-air, unsupported. Attached with magnetic clamps or sticky pads, one antigrav can cancel up to 100 kg (about 220 lbs) of mass. Several may be used to move heavier items. Antigravs cannot be set to produce a negative gravity effect.

AQUALANTERN

This small, hand-held, light source is used safely underwater. It produces enough light for work within 10 meters.

BELT LIGHT

This light source is worn as a belt around the waist, shining a light 10 meters ahead of the wearer. These lights are used by landing parties because they illuminate while leaving the hands free for other operations.

COMMUNICATOR

This transmitter/receiver is a small, palm-sized, black box with a flip-open lid that serves as the antenna grid. The voice circuit is automatically opened with a soft beeping sound when the lid is flipped up. Several channels are available on a Federation communicator, and one can select which other communicators to call. If a communicator is signaled, it beeps for attention. Communicators are not usually used aboard ship because strategically placed communications panels are more convenient.

The maximum range of the communicator is about 26,000 km (16,000 mi). It can be used on a planet's surface over line-of-sight distances, or to contact a ship in standard orbit, but the signal may be blocked by intervening terrain (like mountains), by atmospheric disturbance, or by dense materials (like ore deposits).

Though most frequently used for voice communication, the communicator also can trigger a homing signal, and so it serves as a homing device for the ship's transporter. It can be attached to portable data-gathering instruments to transmit data to the ship's computers.

Most starfaring cultures use similar devices. The Klingon version, which has been slightly altered by the Romulans, combines some of the functions of the Federation communicator and the Tricorder, in that it is capable of scanning for nearby energy sources.
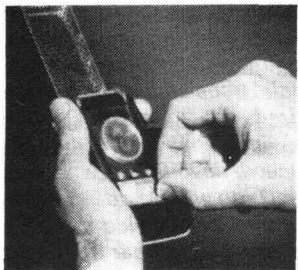
EARPIECE RECEIVER

Used on the bridge and in engineering areas of larger ships, this small earphone allows private reception of voice transmissions without distracting outside noise. Molded to fit the ear of a specific person's ear, the receiver is wireless. Its range is limited, and it is never used out of the sight of a communications panel. These are most often worn by communications officers on duty.

ENVIRONMENTAL SUIT

This suit, sometimes called a 'space suit,' is used where maximum protection is required. It maintains a self-contained, artificial environment, providing air, temperature, and pressure regulation for up to 24 hours. The suit is safe for deep-space vacuum, for otherwise unlivable heat or cold, or for poisonous atmospheres.

The environmental suit is not particularly uncomfortable, but it is a bit bulky. The helmet is transparent, affording the wearer a clear, 360° view. The suit is self-sealing; though it would be difficult to tear, a standard spray hypo can be used right through the sleeve. It affords no protection against modern energy weapons.

Use of the suit requires training, and unskilled persons should not attempt to perform any but the most simple tasks. Persons with minimal proficiency in *Environmental Suit Operation* can perform normal tasks. Success at unusual tasks that require manual dexterity, t>r in such strenuous actions as running, jumping, or fighting depends on the skill of the individual in such operations.

Klingons, Romulans, and other starfaring cultures have similar suits.
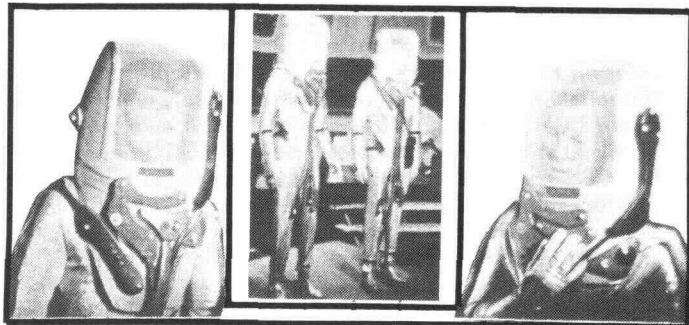
FORCE FIELD BOX

This special box is used to transport antimatter samples. Carried by two crewmen, it has an interior force field that contains the antimatter safely. It can be switched on and off by remote control.

ID CARD

This credit-card-sized piece of plastic contains a 3-D picture of and coded information about its bearer. It is used to activate security locks on most Federation vessels and to provide other data about the bearer quickly (retina patterns, blood type, medical history, security clearances, etc.). It is made by the ship's computer and is difficult to forge.

LIFE SUPPORT BELT

This wide, thick belt provides its wearer with air, temperature and heat regulation for up to 4 hours. It generates a glowing greenish-yellow force field around the wearer, and may be used like the more bulky environmental suit in space, in hostile environments, and underwater. Its main drawback, aside from the fact that its glow makes it impossible to hide

while wearing one, is its vulnerability. A major impact can cause the belt to malfunction and fail, and thus it is not used in combat situations. At the time of the five-year mission of the *USS Enterprise* under Captain Kirk, the belt is somewhat experimental and is only in use by Federation personnel on board larger ships, such as the *Enterprise.*

LIFE SUPPORT MASK

This breathing apparatus is worn where more bulky or more heavy-duty life support equipment is not needed. It can remedy the effects of thin or thick atmospheres, adjust atmospheric pressure, and filter out harmful airborne contaminants. The mask does not create the atmosphere, but merely makes an otherwise harmful atmosphere more breathable. Thus, it will not provide oxygen where there is none. It is powered by a tiny energy cell that need be recharged or replaced once a month.

PSYCHOTRICORDER

In the hands of a competent technician, this complex scanning device can scan the mind to obtain a detailed account of the subject's experiences during the previous 24 to 48 hours. It is about the size of a television set, and can only be used safely by someone with professional-level skills in *Psychology* and *Computer Operation.*

The results of a psychotricorder scan always are correct. The operator and the subject must have no distractions during the scan, and even then starting a good scan can be difficult. Once a scan has begun, however, the subject's true experiences will be revealed, despite any mental effort made by the subject to conceal them. Federation law requires that the subject agree to the scan.

The psychotricorder was developed at about the time of the five-year mission of the USS *Enterprise* under Captain Kirk, and it no other star-faring group was known to possess a similar device at that time.

SUBCUTANEOUS TRANSPONDER

This miniature transmitter, usually inserted just below the skin of the arm, broadcasts a homing signal. With a range of 26,000 km (16,000 mi), the device is used as a transporter lock-on aid by landing parties in possibly hostile areas where a standard communicator might be prohibited, taken away, or look out of place. It cannot be used for voice communication.

This device is still in the semi-experimental stage and is only in use aboard larger exploration and military vessels. A sharp blow to the area of insertion usually will disable it. Although a doctor must insert the device to insure safety to the individual using it, the transponder can be removed safely by anyone with a small penknife without significant harm.
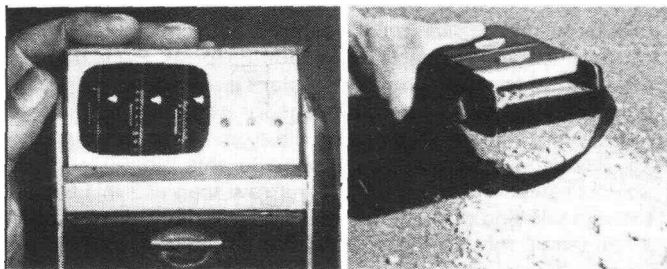
TRICORDER

The tricorder is the most versatile and widely used data-gathering and recording mechanism in the known galaxy. It is an invaluable tool for gathering information about the immediate environment.

There are two major types of tricorder in widespread use on Star Fleet vessels, the Medical Tricorder and the Sciences Tricorder. They behave similarly, but they are designed for different types of scanning. They serve as simple sight-and-sound recorders, useful for making supplementary log entries, recording the observations of a landing party on the scene, or gathering evidence about a location for later viewing aboard ship. They can be set to record automatically, and they can store up to 2 hours of continuous sight-and-sound data on each of the 8 molecular memory discs normally installed in one.

Tricorders also can scan for specialized data. A quick scan in one direction only takes about 10 seconds, and a

rapid 360° scan takes 20 seconds. The range and exact performance depend on the type and the kind of scan being made. Because the tricorder is an inherently limited, portable device, analysis of samples taken aboard ship will give much more accurate and detailed information about most substances than tricorder readings.

Though the tricorder is not extremely delicate, it is possible to break one with rough treatment. A fall, a hit by a projectile, or a sharp blow can make the tricorder inoperative. Persons qualified in *Small Equipment Systems Technology* frequently can make field repairs to the unit.

Sciences Tricorder

Data pickups for the sciences tricorder are located in the flip-open top of the unit, which also houses main controls, data lights, and the video dispUiy. The sciences tricorder makes three basic types of scans, with several sensitivity levels available for each. It can scan for energy sources, for physical composition, and for life forms.

Energy Sources: A general scan for energy sources will reveal if any major source of power exists within 1000 meters. A second scan will pinpoint its direction and approximate distance. As long as the source continues output, the tricorder will lead the user to it, even if it moves. A specialized scan may be made within 100 meters to determine the type of energy being used (atomic power, fusion reactors, electrical generators, stored battery power, etc.). An even narrower scan adjacent to machinery will pinpoint the source from which the machinery draws power (power cables, wall socket, internal battery, solar energy, etc.)

Physical Composition: A general scan for concentrations of a desired substance will reveal any present within 1000 meters. A second scan will reveal the direction and the approximate distance. A specialized scan may be made within 100 meters of an unknown substance to determine what it is primarily made of. An even narrower scan within 1.5 meters of an unknown substance will give its complete chemical composition. Only substances on which scans exist in the computer banks will be analyzed, and substances that have never been scanned before will be noted as unknowns.

Life Forms: A general scan for the presence of other life forms will will reveal any within 500 meters. A second scan will tell direction and approximate distance. A specialized scan made within 100 meters will reveal the number of individual life readings and their general type (humanoid, alien, mammal, reptilian, etc.). More precise data requires the use of a medical tricorder.,
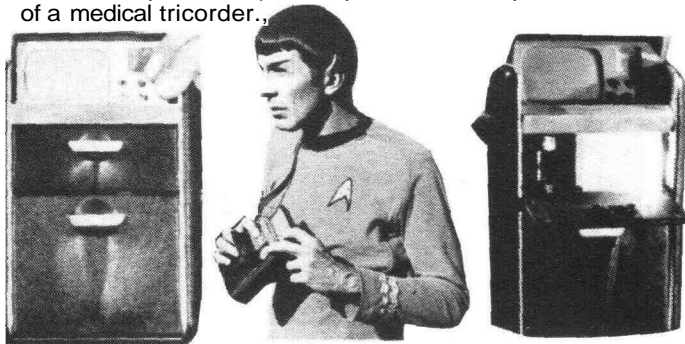
Medical Tricorder

Data pickups for the Medical Tricorder are located in the flip-open top of the unit, which also houses main controls, data lights, and the video display. It also has a small hand-held sensor attached by a cable, that can be used for finer control. The medical tricorder will give more detailed information on chemical composition and life form readings than the sciences tricorder, but it does not possess the sciences tricorder's range or versatility.

Chemical Composition: The presence of a substance and it's general direction and distance can be determined at 100 meters. A narrow scan within 1.5 meters not only will determine the chemical composition of a sample, but also will give data on that substance's effects on various life forms. For instance, the medical tricorder can scan a plant and determine if it is poisonous or likely to be nutritious for humans.

Life Forms: Within 10 meters, a life forms scan can identify any known life form and give considerable biological data about even an unknown form. A narrow scan within 1.5 meters reveals complete diagnostic medical data. In addition, it can detect foreign materials in the bloodstream, of aid in diagnosing cases of poisoning or drugging.

UNIVERSAL TRANSLATOR

This hand-held device contains a sophisticated linguistics computer capable of translating most alien languages spoken by humanoids; it looks like a flashlight with a microphone grid at one end. The translator must record speech in a totally new language to get the general idea of its syntax, word meanings, and so on. The speech may be recorded live, it may be picked up from radio or other broadcasts, or it may be analyzed from recordings made in other ways.

As many as 30% of the humanoid languages encountered are similar in structure to a known language and can be translated almost immediately. In many others, 30 minutes of speech is usually sufficient, with half of all languages being translated after 1 hour's recording. Unusually difficult languages may require more recording time, but even the most difficult tongue requires less than 4 hours. Even some non-humanoid tongues can be translated by this device, as long as the language is sound-based.

The ship's linguistic computer banks can translate virtually any tongue in a matter of minutes, and so broadcasts of a new tongue are usually fed into the computer as they are encountered. If such translation has taken place before a landing party is beamed down, the language structure already will be programmed into their hand-held translators.
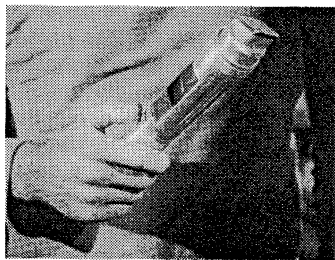
This section contains detailed descriptions of common sidearms used by the Federation Star Fleet and by such rival forces as the Klingon Empire, the Romulan Star Empire and the Gorn Alliance. It also contains information on how the weapons are used; range, damage, and combat information is covered in the sections on **Tactical Movement And Combat.** Only those weapons commonly used by landing parties and non-military personnel will be covered. Heavy infantry weapons are dealt with in supplements.

FEDERATION STAR FLEET

Phaser I (Hand Phaser)

This small, palm-sized box has a power grid, setting wheel, charge indicator dial, warning light, and rectangular trigger button. The Phaser I unit is usually worn inconspicuously on the belt beneath the back of the uniform shirt.

The most common Star Fleet hand weapon, it is carried by landing parties when the display of obvious weaponry would be inappropriate, such as when calling on a friendly planet or when on a diplomatic mission. Only security personnel are normally issued phasers on board ship, carrying Phaser Is normally. Many medical personnel, even on landing parties, do not choose to carry a device that can take lives.
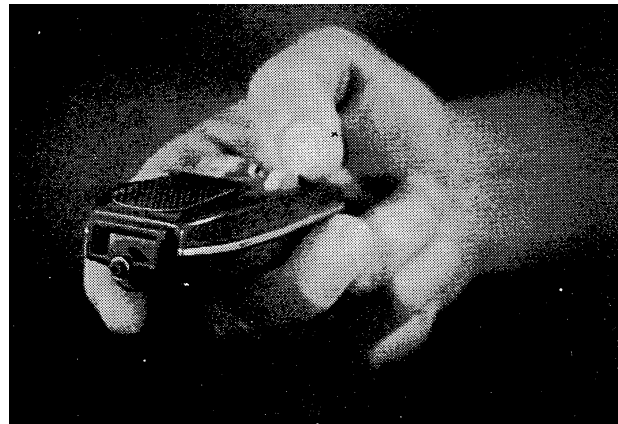
The hand phaser has a variety of settings for different uses. *Stun* is a non-lethal setting that affects the nervous system of the target, causing unconsciousness. *Wide-Angle Stun* is used where many targets must be immobilized over a wide area. *Heavy Stun* is more potent than Stun, but still non-lethal setting for use with larger and/or stronger life-forms; there is no Wide-Angle Heavy Stun. *Heat* excites the molecular motion within an object, causing it to heat up rapidly; this setting allows the phaser to be used as a cutting or welding torch or to light fires, depending on the beamspread adjustment of the phaser emitter nozzle. *Disrupt* is used to disrupt the nervous system in a lethal fashion or to disrupt the crystalline structure of solid matter, shattering it. *Disintegrate* completely breaks down the molecular cohesiveness of a single man-size target or smaller, causing it to disintegrate; this setting draws the most power.

A phaser can also be set to overload and explode, releasing all stored power in one burst. Once set for overload, it emits a characteristic whining sound, which rises in pitch. Sixty seconds after activation, the phaser will explode.

Phaser II (Phaser Pistol)

This sidearm consists of the Phaser I unit snapped into a pistol-grip mount that provides an extended power pack, finer control, longer range, and more stability than the Phaser I alone. The Phaser II is carried by landing parties where
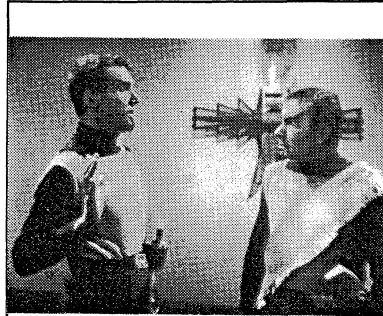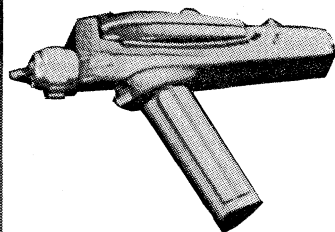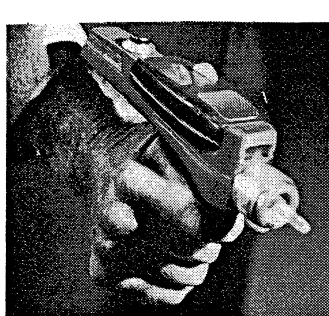
hazardous conditions exist, and the open display of firearms does not matter. It is worn in a holster framework at the waist. Phaser II is issued to security personnel aboard ship only during a security alert.

Phaser II also operates at all settings of the Phaser I, with a corresponding increase in range. Its overload explosion radius is also increased because of its larger power pack.

Phaser Rifle

Used only in combat or emergency situations by security personnel, this weapon consists of a rifle mount with extended powerpack into which the Phaser I/Phaser II combination is fitted. It further increases the range of all the settings listed for Phaser I above, and further extends the overload blast radius.

KLINGON EMPIRE

Agonizer

This hand-held device produces pain through direct stimulation of the nervous system and is effective on all vertebrate life. The power can be adjusted from mild discomfort to crippling agony. On high setting, all but the hardiest individuals are helpless. It does not allow the victim to lose consciousness, which is maintained through direct manipulation of the nervous system; this makes it impossible for the victim to escape the pain by passing out. The agonizer usually is applied to the left shoulder just above where the heart is located in Humans, but near any major nerve center will serve.

The agonizer is carried by Klingon officers, who use it for discipline and torture. It does not make a good combat weapon because it must be applied to the body in an effective location to work properly.

Mark I Hand Disrupter

The disrupter sidearm works on the principle of cellular disruption, affecting the delicate nerve cells of a victim. A grazing shot will produce first pain, then numbness of the extremity hit. A solid hit will continue producing damage through actual heating of the tissues. Prolonged fire will produce heating and disruption of any solid matter.

The Mark I is a standard trade item with the Klingons. Thus, they are widely used by other cultures as well. Romulan sidearms are a refinement of the same principle, differing only in appearance from the Klingon models. Klingon-design disruptors often show up in the hands of smugglers, pirates, and other law breakers around the fringes of the Federation. They are cheaper and easier to build than the more versatile Phaser, which accounts for their use by certain criminal elements, such as Orion-based privateers.

Mark II Hand Disrupter

The Mark II is an improved disruptor used by Klingon Imperial Forces only. This unit has marginally better performance and a special high-power setting that can actually disintegrate a target, much like the phaser disintegrate setting. A high-power shot is ineffective at extreme range, and the setting is very wasteful of power; thus it is not often used.

Disruptor Rifle

A heavy-duty version of the Mark I disruptor pistol, this weapon is used by Klingon security forces and guards on active duty. It has a longer range than the pistol model, but it does no more damage. This weapon is also widely used, in somewhat varying forms, among other rivals of the Federation, notably the Romulans.

ROMULAN STAR EMPIRE

Weapons in use by the Romulan Star Empire at the time of the five-year mission seem to be refinements and copies of Klingon designs, notably the Mark I Disruptor Pistol and the Disruptor Rifle. The disruptor principle is well known throughout the known galaxy, and Romulan adoption of it is typical of their efficient thought in martial endeavors. Romulans do not make use of any device similar to the Klingon agonizer; they do not believe in demeaning their troops, and they neither take prisoners nor practice torture in search of information.

GORN ALLIANCE

Blaster

As with other elements of Gorn technology, Corn sidearms are not subtle. The Corn Blaster fires a beam of semi-coherent energy that does damage through burning and cellular destruction. The beam is not well focused, and hence the Gorn Blaster has less range than the Klingon disruptor, even though the basic hand disruptor has less raw power. Designed for the oversized Gorn hand, the blaster is clumsy for most other races to use. Individual designs vary widely, but all have about the same effectiveness.

Other Weapons

Other weapons of greater range and power have been used by Gorn soldiers in combat situations, but the blaster is the standard sidearm. Gorn officers have also been known to wear ceremonial swords, and even use them in single combat.

POWER DRAIN FOR ENERGY WEAPONS

Phasers, disruptors, and other sidearms with powerpacks use up some of the stored energy for each use. The amount of power drain depends on the setting used. The table below shows the power drain for the various settings of a Phaser I. Players must keep track of the drain on the powerpack, because when a weapon's powerpack has been drained of all power, it must be recharged before the weapon can be fired again.

For example, Lt. Sterling fires a fully-charged Phaser I, set for stun, at a Klingon guard. The power before use was 20; now it is 19. If he fires the phaser again, this time at heavy stun, he will drain off 2 more points, leaving the powerpack with 17 points.

| PHASER 1 POWER DRAIN			
Setting	*Drain*	*Setting*	*Drain*
Stun	1	Disrupt	2
Heavy Stun	2	Disintegrate	4
Heat	1		

BIOCOMPUTER

This portable unit, about the size of a common portable television set, is used to analyze samples of tissue and other substances and to process biological data. It can be tied into the ship's computer through a communicator link. Only trained personnel may operate this equipment effectively; advanced training (Skill Rating of 20) in the skill of *Computer Operation* and qualification (Skill Rating of 10) in the skill of *General Medicine* is required.

CARDIOSTIMULATOR

This dependable defibrillator is used to restart a'stopped heart. Only personnel trained in advanced first aid (Skill Rating of at least 20 in *General Medicine)* may operate this equipment effectively.

CRYOSURGICAL FRAME

This frame is placed over all or part of a patient's body to slow the patient's metabolism and body processes through use of cold. It is useful during surgery, but must be used under the supervision of a doctor.
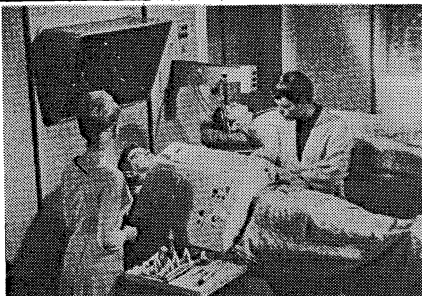
DIAGNOSTIC TABLE AND PANEL

This diagnostic bed, standard equipment in the Sick Bay of most larger Federation vessels, continuously scans the patient for blood pressure, pulse rate, respiration, brain activity, and other essential information. It shows these on sliding scales on the face of the panel above the bed.
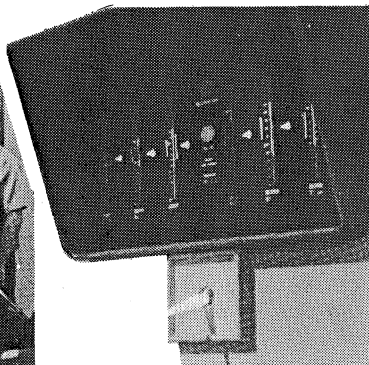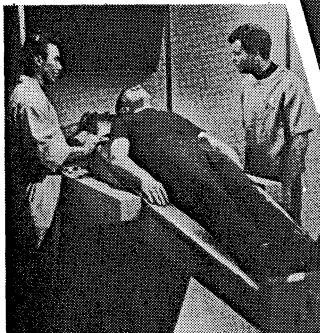
DRUGS
Antitoxins

These drugs counteract the harmful effects of poisons. There are antitoxins for plant and animal poisons as well as against the poisonous toxins given off by some types of viral infections and diseases.

Coradrenaline

Somewhat effective against exposure and frostbite, this drug neutralizes some damage from cold-based sources and slows further damage. A dose is effective for about 3 hours.

Neural Paralyzer

After an injection of this drug, a death-like coma is produced that cannot be distinguished from death without sophisticated instruments. The coma will continue until a light stimulant is administered, but if the stimulant is not administered soon enough, death will truly result.

Sedatives

These drugs produce relaxation and calming, even unconsciousness. There are three general types: light, medium, and heavy. An overdose can produce death.

Sterilite

This powerful antibiotic is used to prevent infection during surgery or wound treatment. It is especially useful for field surgery, when conditions are less than ideal or sterile. It can be used safely by almost any humanoid species.

Stimulants

These drugs allow an exhausted person to function without rest, functioning normally for a time. They may temporarily revive an unconscious person. There are three types: light, medium, and heavy. Even normal doses take their toll, and overdoses may do severe body damage. Stimulants may produce unusual side effects.

Tri-Ox Compound

This substance is used to treat any sort of oxygen starvation, releasing its dissolved oxygen into the bloodstream almost instantly. It is useful during first aid treatment of decompression victims, and against any disease inhibiting breathing or organism that exists in an oxygen-free environment. Injections are given every three hours on planets where the thin atmospheres or low oxygen content would cause fatigue caused by lack of sufficient oxygen.

FEINBERGER, MEDICAL

This portable version of the diagnostic bed is a palm-size unit. With a five-second scan, it gives a reading on heart rate, blood pressure, respiration, and body temperature of the patient.
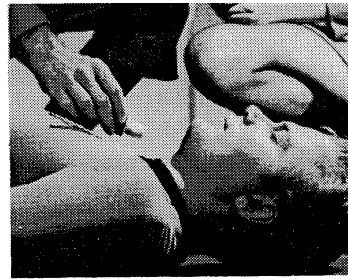
FIELD KIT

This small belt pouch with a fold-over top is worn beneath the uniform shirt against the back. Always carried by medical officers on duty, it contains spray dressing, a Feinberger, a hypo and a small drug supply. The drugs include 6 doses each of generic light and medium sedatives, light and medium stimulants, Coradrenaline, Sterilite, and Tri-Ox Compound.

HEARTBEAT READER

A more sophisticated and specialized device than the Feinberger, this microphone-shaped instrument gives a digital readout of a patient's heart rate after a five-second scan. It also contains a transmitter that can tie into the ship's medical computer while aboard ship. Qualification in advanced first aid (Skill Rating of 20 in *General Medicine)* is required to use this device effectively.

HYPO

This hypodermic syringe is a high-pressure pneumatic device that injects substances through the skin painlessly, without a needle. Almost all drugs can be injected in this way. Common drugs given in smaller doses are contained in micro-injector vials holding several doses; less common drugs are attached in larger vials before injection. All Star Fleet personnel are trained to use this device.
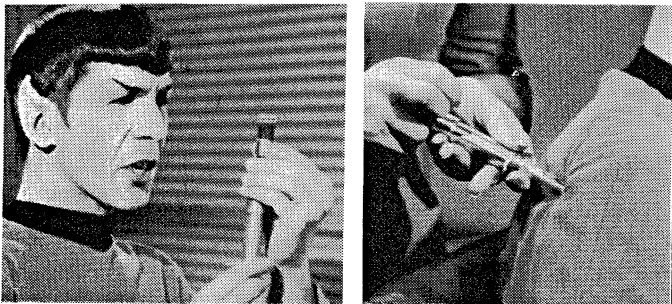
LASER SCALPELS

These devices are used to cut tissues during surgery. There are six types available. Scalpels designated 000-1,00-1 and 0-1 are all single-beam lasers that cut anything between the scalpel tip and the end of the beam, which is adjustable to a 1-, 1.25-, and 1.5-cm focal length respectively. Scalpels designated 000-2, 00-2 and 0-2 are triple-beam versions that cut only at the focal point; they have the same focal lengths as the single-beam laser scalpels and increasingly larger beam diameters. They are often used for vaporizing small growths.
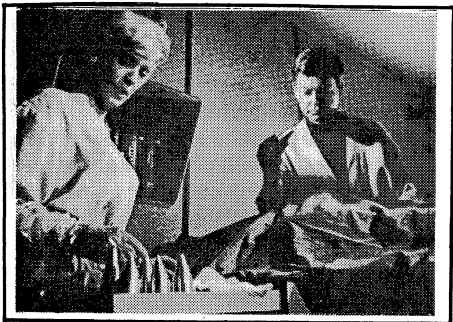
MED POUCH

The med pouch is issued when medical help of an unspecified nature is expected or when a landing party is expected to make camp. It is a roll-up pouch with pockets, usually carried in a shoulder sling. It contains spray dressing, a Feinberger, a hypo, a drug supply, protoplasers Types 1 and 2, laser scalpels, and other field surgery equipment. The drug supply includes six doses each of generic heavy sedatives and stimulants, Coradrenaline, and a neural paralyzer, as well as 12 doses of light sedatives and stimulants, Tri-Ox Compound, and Sterilite. Other items, such as a medical tricorder, may be carried by a medical officer on landing party duty if he needs them.

PROTOPLASER

The protoplaser heals wounds without stitches or sutures. The smaller Type 1 Tlaser is used for connecting small blood vessels and nerves. The larger Type 2 model is used for closing connective tissue, muscles, and skin. All Star Fleet personnel may use this device on minor cuts and abrasions (less than 10 damage points); such use restores half that damage after a 5-minute application.

Training in advanced first aid (Skill Rating of at least 20 in *General Medicine)* is required for treating wounds of greater extent, and only a doctor can use one to repair major blood vessels, nerve tissue, and other delicate work. The restorative effects of the device account for the rapid healing rates enjoyed by people on UFP worlds.

SPRAY DRESSING

This plastic/synthetic 'skin' is sprayed over a wound. It stops superficial bleeding and contains an antiseptic and anesthetic agent. When a wound heals, the dressing is absorbed. All Star Fleet personnel are trained to apply spray dressings.

TRICORDER, MEDICAL

The use of the medical tricorder is discussed at length in the section on Personal Equipment.

SHIPBOARD SYSTEMS

In this section, details are provided on many of the systems and features found on Federation starships. The systems aboard *Constitution* class starships, such as the *USS Enterprise,* are described in this section, but many of the same systems are found aboard other Star Fleet vessels, and some similar systems are found aboard vessels of other interstellar powers as well.

COMPUTER, SHIP'S

No interstellar vessel is flown totally by manual controls. Only sophisticated computer technology allows the harnessing of the matter/antimatter mix that powers Federation warp drives or the propulsion systems of the other star-faring races. Computer complexes control the systems for interstellar navigation, weapons, life support, powerflow, and almost every other aspect of life aboard a starship. The central computer is capable of translating languages instantly, of providing needed historical or cultural data, of analyzing data and coming to conclusions based on such analysis, and of monitoring every function of the ship.

Because the functions of these computers overlap so much, most ship designs find it best to run these controls through one central computer. Star Fleet ships larger than shuttlecraft all have centralized computer control. These Duotronic computers (so-called by their inventor, Dr. Richard Daystrom) are not truly capable of independent thought, but they are the next thing to it. In a very real sense, the central computer is the "brain" of the ship - its most useful, and potentially its most vulnerable part.

Large ships have terminals everywhere, including in the quarters of department heads and other important officers. There are study and recreational terminals in crew quarters on most ships. Of course, the most sophisticated and versatile terminal, including reprogramming controls, is on the bridge station of the Science Officer. The Science Officer is in charge of all computer operations on large ships.

In addition, reference and research data is stored in computer memory banks far more compact and sophisticated than those in use in the 1980s. The extent of knowledge in these library computer banks varies from ship to ship, but the *Constitution* Class starships have huge library banks that contain the entire body of factual knowledge known to the

Federation. (Think of the Library of Congress at your fingertips-just a question away-and you'll have the right idea!) These memory banks also contain the ship's technical, medical, scientific and recreational libraries, and such information can be displayed on any terminal on the ship.

These sophisticated computers make many of the ship's routine functions almost automatic. This allows a large ship to operate with just a skeleton crew, if necessary. It can also lead to problems, if the computer is tampered with or damaged. Manual back-up controls are available for every sys tern, but they do not operate with the speed or the efficiency of the computer-controlled methods.

The *Enterprise* and similar starships have central computers programmed to respond to voice commands. The computer is capable of identifying a person from a voice pattern, and just as capable of denying information t6 those persons it considers unauthorized. In addition, the computer can respond with a human-like voice and speech mannerisms.

Many computer functions can be provided to landing parties equipped with communications equipment and data-gathering devices. A tricorder can feed data by communicator link to the ship's computer, and the Science or Medical Officer using it can have the powerful ship's computer at his or her fingertips.

DEFLECTOR SHIELDS

Electronic force screens are the first line of defense for most larger ships. Shields are effective against impacts from matter, energy, and even very small quantities of antimatter. Their energy dissipates the impact force, absorbing damage and preventing it from injuring the ship.

The deflector shields are effective up to a point, and the more damage any one shield absorbs, the more likely it is to be overloaded by the stress. If a shield is overloaded, some of the impact energy is passed through and the ship takes damage. The damage may be to the engines and power systems, to the navigation and helm systems, to the computer systems, to the deflector shields systems, or to any other part of the ship.
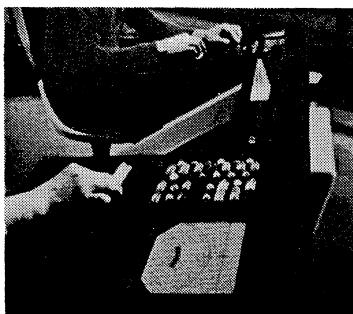
During normal operations, shields are energized with minimum power. At this level, they can sweep aside space debris, small meteorites, and other navigation hazards. They also are effective against old-style radar, though not against the more sophisticated sensing devices of modern starships. During an emergency, however, shield power can be increased at a moment's notice (called 'raising the shields.' Energized to maximum power, the shields are an enormous drain on power reserves, and such a state cannot be maintained unless power is diverted from other major systems such as the helm and maneuver systems or the weapons systems.

Because deflector shields absorb energy discharges, transporters cannot be used in or out of a ship while they are energized.

DISRUPTORS

Disrupters are the prime ship-to-ship combat weapon of several spacefaring cultures that are rivals of the Federation, including both the Klingon Empire and the Romulan Star Empire. Disrupters heat and break up the molecular structure of most solid materials. They also cause massive destruction of nervous tissue in living things. Disruptor bolts are not as versatile or powerful as Federation phasers, but they are less of a power drain, easier to maintain, and less vulnerable than delicate phaser equipment. Disruptors can be directed against ground targets, but they are not terribly accurate for that purpose.

Just as the Federation uses a side-arm version of its primary shipboard weapon, the Klingons and the Romulans use side-arms called disruptors, based on a different system but with similar effects.

FORCEFIELD, DETENTION

A detention forcefield, created in a way similar to the deflector shields, is used in the ship's brig to provide an invisible barrier across the open doorway of maximum security detention cells. Such a barrier is more functional than a steel door, because it will not only prevent escape but also absorb the energy of a weapon attack on or by a prisoner. Furthe'more, it allows the easy viewing of a prisoner without the need for unreliable and vulnerable surveillance cameras.

Such forcefields provide a mild shock when a prisoner attempts to penetrate them - not enough to injure, but enough to deter escape attempts. The fields have their own separate power supplies, so that an interruption in ship's power will not allow an escape. Normal side-arms will not penetrate the field, but heavier weapons or sustained fire may cause it to overload and fail.

GRAVITY SYSTEMS, ARTIFICIAL

Since the development of cheap, effective devices to control and simulate gravity, almost every starship has been equipped with artificial gravity systems. The ship's environmental computers maintain a pre-set gravity, and the fields automatically adjust for normal ship acceleration, though they cannot react fast enough to prevent short, unexpected jolts from impact shock passed through the hull or emergency evasive maneuvers. Usually, the artificial gravity systems have separate power circuits for the crew's protection, and a ship must sustain heavy damage to have those circuits fail.

Most Star Fleet ships maintain a 1G (Earth normal) field, a convenient medium level tolerable by most Federation races. Artificial gravity can be reduced or shut off entirely in localized areas, such as VIP quarters for beings from low-gravity environments, or in the gymnasium for zero-G combat exercises, or a ship manned entirely by Vulcans might maintain the higher gravity of Vulcan, adjusting it downward only when visitors were aboard. Some smaller ships, particularly military vessels in front-line service, prefer to keep a zero-G condition, having become used to living and working without gravity.

IMPULSE ENGINES

Most starships and many sub-light vessels are equipped with an impulse engine, a type of reaction thruster. Impulse engines are a cheap, clean, reliable source of sub-light propulsion. Impulse power alone can be used to drive a ship to nearly the speed of light, but only the use of warp drive makes interstellar travel practical. Still, variations are in use by every major starfaring race in the galaxy because of the impulse drive's dependability for interplanetary travel and maneuvering. Power created by these engines and not used for propulsion is diverted for use on the ship's power grid, where it is used to power the many other shipboard systems.

LOG, SHIP'S

Almost every vessel in space keeps a ship's log - a complete record of the ship's voyages and day-to-day operations. On vessels where a log is kept (required of all vessels in the Federation, regardless of type), the Captain and officers of a ship will record important orders and updates on the operation of their departments; this procedure is called 'logging an order' or 'making a log entry.' In addition, the ship's computer is constantly updating the memory banks devoted to the log with data about ship's condition and routine matters. The ship's computer automatically beams the log contents back to headquarters on a regular basis.

In times of crisis, a Captain may request that the latest entries in the ship's log be beamed back at once to his nearest headquarters outpost; for Star Fleet ships, this is Star Fleet Command or a nearby Starbase. This is routine if the Captain feels there is significant danger and the ship may be lost. If a ship is in immediate danger of destruction, important information from the log may be recorded and released in a ship's message torpedo. If a ship is crippled, a ship's recorder marker containing a locator beacon and recordings of the most recent log entries is launched automatically.

An officer on a landing party out of contact with the ship may record a supplemental log entry using a tricorder. This record of his actions and impressions on the scene is transferred to the official log when contact with the ship is re-established.

MATERIAL FABRICATION UNITS

Since it is impossible to predict all the items a ship's crew will require, larger ships carry computer-controlled mini-factories called material fabrication units. These devices take raw materials from the ship's stores and convert them quickly and in quantity to the desired items. The memory banks devoted to this system contain plans and manufacturing data for most common items, such as hardware, clothing, and small devices, as well as many items that are not so common. Special types of these units are used as food synthesizers.

This reduces the ship's store of repair parts, clothing, basic personal items, and expendables, as these items are created from easy-to-store raw materials as desired. The use of material fabrication machines to produce uniforms eliminates the need for a ship's laundry (other than a small facility for personal items of clothing not recycled), as soiled uniforms are simply reduced to component raw materials and recycled, not washed. Furthermore, such a system allows a landing party, for instance, to be outfitted in clothing to match native costume. Patterns stored in the computer are consulted, and material fabrication machines turn out complete, tailored wardrobes, right down to belt buckles and bobby pins.

The food synthesizers manufacture foodstuffs from basic protein, fiber, and nutrient supplies. These basic foodstuffs are reworked into textures, colors, and flavors that look and taste like freshly prepared meats, vegetables, and fruits. They can produce almost any meal desired from memory banks containing millions of recipes and from specialty food stocks in special storage. Production of standard items takes almost no time at all, as part of the processing is done in advance. More exotic dishes take a bit longer, but never more than a couple of minutes. On board Star Fleet vessels, the synthesizers are programmed to produce tasty and attractive food for the representatives not only of the many very different Federation races but also of many types of aliens.

PHASERS

Phasers are the major shipborne weapons used by the Federation. They project a beam that can be set in a variety of ways, depending on the end result intended. When set t Disintegrate, phasers break down the molecular cohesiveness of objects, causing them to disintegrate completelv When set to Disrupt, phasers disrupt the structure of solids shattering them, or the nervous system of living things, kil ling them. When set to Heat, phasers excite the molecula motion within an object, causing it to heat rapidly and burn When set to Stun, it overloads the nervous system of livinc things, rendering them unconscious.
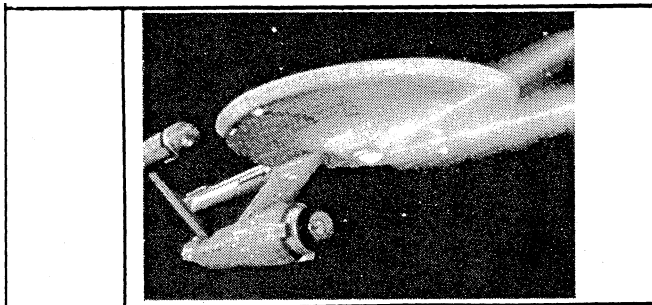
Ship-mounted phasers, often mounted in pairs called 'phaser banks,' are actually armed and fired from phaser control rooms near the phaser banks themselves, but they can be aimed and activated from repeater controls on the bridge. Phaser operation depends on keeping the banks cooled with a special coolant gas, which is poisonous to humanoids, so phaser room duty is somewhat hazardous.

Usually phasers are used for starship combat, but they also can be directed against ground targets. When so used, they can be fired accurately to within a city block or so, and even more accuracy is possible if someone with an active communicator acts as a forward ground observer. When so used, they affect an area a half a city block across, and thus a starship could easily level a city in a matter of minutes with phasers alone!

The primary side-arm of the Federation is a compact phaser unit with the same capabilities. It is discussed in the section on **Sidearms.**

PHOTON TORPEDOES

The photon torpedo, an elongated pod nearly one meter long, is a formidible weapon for ship-to-ship combat. It contains a small bit of antimatter held in check by a powerful magnetic field. On impact, the magnetic field is released, and the torpedo becomes a destructive fireball. Only larger ships can carry these weapons, however, because of the level of sophistication of the fire control equipment and the power required to establish the magnophoton field needed to arm them safely.

Basically a Federation weapons system, though the basic technology is known to both Klingon and Romulan science, Klingon and Romulan vessels do not use photon torpedoes at the time of the Enterprise's 5-year mission. It is only a step away for them, however, as the technology is similar to that used by the Romulan plasma weapon.

SENSORS

Ship's sensors are a battery of detection, sampling, and analysis devices used by starships to examine their environment. Navigation sensors fix the exact position of a ship, and they tie into the deflector shields to protect the ship from space debris. Energy sensors can determine the amount and type of energy being output by an object or location; this function can be fine-tuned to give very accurate readings on the defensive screening of a ship or the radiation level of a dangerous area. Material analysis sensors give the dimensions, physical composition, and material properties of an object; at close range, they can give an object's exact chemical composition. Life sensors measyre the abundance, type,
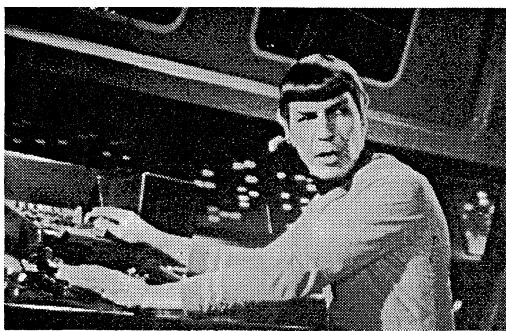
and condition of living things; when fine-tuned at close range, they can tell one species and even one race from another.

Reliable sensor data can be obtained by most sensors to distances of 160,000 km (100,000 mi), with sketchy, less-reliable data available to about twice that distance. Sensor scans are blocked by large amounts of rock or water, extremely thick atmospheres, electromagnetic interference, and certain dense or reflective materials.

Material sensors are used by the transporters so that landing parties are not beamed into obstacles. Life sensors can scan closely enough to guide the transporter for quick beam-up, but only if the particular life patterns are known, or the living beings to be beamed are not among a large number of other, similar beings.

SHUTTLECRAFT

Shuttlecraft are used by Star Fleet for courier vessels and to transport personnel when transporter operation is impossible or impractical. Not intended for faster-than-light travel, they are powered by an advanced ion propulsion drive similar to the impulse engines of larger spacecraft. Takeoff and landing are vertical, the shuttlecraft standing on three sturdy landing pads.

Most larger starships carry several shuttlecraft in shuttle bays; *Constitution* class ships like the *Enterprise* are assigned six shuttlecraft, but may carry more if their captains so
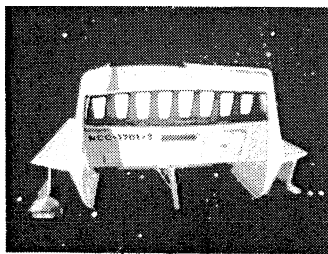
choose. Every starbase and most smaller Star Fleet outposts berth shuttlecraft as well, and a number of them operated by Star Fleet have no set berth, acting as 'floaters' that can be used and left at the destination Star Fleet facility. Some have even been sold for civilian use.

The shuttlecraft come in two standard designs, well engineered for years of service. Parts and service are available at nearly every Federation outpost of any appreciable size, and on any starship carrying them. Some have been in use for over 20 years, with newer models having only a few cosmetic and electronic design changes and additions.

Model S-3, the standard model, travels at a maximum of .89 light-speed and is operated by one pilot. It carries 7 passengers comfortably, but, in emergencies, it may carry up to 12 on a short hop, though its life support system will not tolerate such a load for very long.

The larger Model S-5 travels at .76 light-speed and also is operated by one pilot. It carries 14 passengers. Not in

general use, it usually is assigned only to large stations or starbases, though some have been issued to *Constitution* class vessels.

An experimental design is the S-4 aquashuttle. Developed for landings on water-covered worlds, it bears little external resemblance to the standard shuttlecraft, though its internal systems are similar if not identical. It is capable of interstellar flight at .82 light-speed, and of submerged travel at 100 kph to a depth of 1200 meters. It can carry 6 passengers comfortably in its specially padded and belted seats, and it holds sensing devices for doing underwater detection and research. Aquashuttles are being tested by several *Constitution* class exploration vessels for possible addition to standard Star Fleet equipment.

Standard Star Fleet shuttlecraft neither are armed nor do they have deflector shields larger than those needed for protection against small meteors and other space debris. Aquashuttles carry a single forward-firing phaser cannon, designed for use on dangerous undersea life; this cannon is about twice as powerful as standard phaser rifle. Despite rumors to the contrary, shuttlecraft are not used in starship combat, at least not by the Federation. Their power plants are too small to even be effective as guided bombs.

SUBSPACE RADIO

Like all electromagnetic radiation, normal radio signals travel at the speed of light. Thus a message sent from a starship in that manner might arrive months, years, or even centuries after the ship itself had made port! This makes common radio or TV useless for interstellar communication. Subspace radio is the standard means of faster-than-light communication used by all starfaring races. It avoids the speed-of-light problem because its signal uses a space warping effect that causes it to travel much faster.

Though it is much faster than normal radio, travelling about 225 times the speed of light (about Warp 15) with current Federation equipment, it is not instantaneous. Galactic distances are so great that even by subspace radio, a message may take days or weeks to reach its destination from a remote part of the galaxy. Thus, starship captains must often act on their own authority, knowing that new orders from Star Fleet may take too long to arrive, or be outdated by changes in the situation by the time they are received.

TRACTOR/PRESSOR BEAMS

The tractor/pressor beam is an electromagnetic beam that allowing an item of smaller mass to be drawn toward, anchored to, or pushed away from the object controlling the beam. Many larger ships are equipped with these devices, which can be used carefully in pairs to manipulate objects at a distance. Maximum range for tractor/pressor beams is about 160,000 km (100,000 mi).

Tractor beams can put quite a bit of strain on an object, especially if the object is trying to break away. A delicate structure such as a small vessel could suffer damage as a result of resisting their use.

TRANSPORTERS

The transporter is a matter/energy scrambler, capable of recording the molecular and sub-molecular pattern of an object, disintegrating that object, and beaming it across space to be reformed at another location as far away as 26,000 km (16,000 mi). Both living and non-living material may be moved great distances at the speed of light in this manner. The transporter can also lock on distant items and beam them back to the transmitter station. No receiving station is necessary for use of the transporter if reliable data can be obtained about the destination via sensor readings, or if a communicator can be used to provide a target signal. Transporters are blocked by large amounts of rock or water, extremely thick atmospheres, electromagnetic interference, and certain dense or reflective materials. In addition, transporters cannot beam through deflector shields because the shields absorb energy discharges.

Transporting under normal conditions is no problem if the controls are operated by a qualified individual. Under ideal conditions, the transporter panel can even be set to operate automatically after a delay, allowing someone to beam himself with no operator at the panel.

Transporters normally are used in beaming down to a planet's surface, but they also can be used for beaming between ships. Beaming within the same ship is possible, but very dangerous because fine control is necessary and internal interference on shipboard could cause the transportees to materialize inside a solid object, with fatal and possibly explosive results.
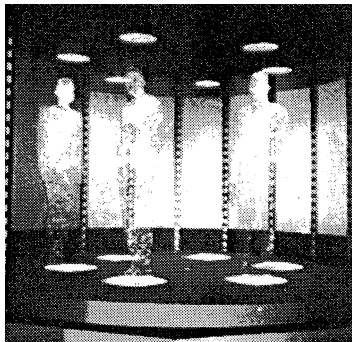
Objects in transit (already dematerialized but not rematerialized) can be suspended as energy patterns for a time, but such suspension is dangerous as patterns can drift and be lost if care is not taken to maintain the transporter lock.

Federation transporters are of three types. Personnel transporter disks can accommodate up to six objects of approximately man-size or smaller at one time. Cargo transporters, which have 96 diamond-shaped transporter segments instead of disks, are used to transport bulky, non-living items and so do not have the fine tuning capabilities of personnel transporters. Emergency transporters, with 22 transmitter disks, are large personnel transporters that are so wasteful of power they are used only for emergency evacuation efforts.

Transporter usage does not occur instantaneously. It takes time to set up a transporter procedure on the console before the transporter can be energized. After the slide has been moved and the energizing has begun, it takes several seconds for dematerialization to be completed. During this time, the objects or persons being beamed cannot move or communicate. They are invulnerable to most normal harm during this time, though they can be seen while dematerializing. Transportation takes place at the speed of light, but ^materialization takes several seconds, during which the objects or persons being transported may be seen.

TURBOLIFTS

These high-speed, 10-man, turboelevator cars are moved about magnetically through tubes running through most larger ships, space stations, or planetside buildings. They are computer-controlled and voice-activated; the user simply enters and tells the turbolift where he wishes to go, though manual controls are provided as a back-up. Travel between stations takes at least 10 seconds.

Lift tubes are usually just large enough to pass one car, but there are side tracks in some heavily-used tubes. The computer signals unoccupied cars to move away from an occupied car's path. Normally, there is one turbolift car at each lift station, with several assigned on standby at high-traffic location such as the bridge or engineering. There is never a wait for a turbolift unless the system is manually shut down, or a car is manually stopped at a station, thus preventing another car from getting to that station.

On most large ships using a number of lifts, a central control and repair station monitors all cars. From this station, a single car can be redirected or given special clearance, or the whole system can be shut down. On some ships, 'floating' lift cars 'follow' important officers, automatically positioning themselves at the lift station nearest that officer.

Most known starfaring races, including Klingons, Romulans, and Corn, use a form of the turbolift in large ships.

WARP ENGINES

Exploration of the galaxy began in earnest with the development of the warp drive by the Alpha Centaurian scientist Zefrem Cochrane. Warp engines produce power through the controlled annihilation of a delicately balanced mixture of matter with antimatter. This power is used to propel a star vessel at faster than light speeds, and the excess is diverted to the ship's power grid for distribution to most of the ship's other systems.

The matter/antimatter mix must be carefully controlled and contained. Most ships equipped with warp engines mount the matter/antimatter mixing chambers and most of the warp drive components in nacelles on outriggers or other supports away from the main body of the ship. This is a safety measure, for if the matter/antimatter mix gets out of hand, the nacelles can be jettisoned to explode away from the ship.

Klingon, Romulan, Corn and other starfaring fleets use variations of the same warp drive system known to the Federation.

The crew of the *USS Enterprise* are the most capable in Star Fleet. Skill Ratings and Attribute Scores for *STAR TREK's* familiar characters have been created based on observations of the TV series, traditional fan thoughts and additions, and random speculation. They are above average, for the most part, and most player characters are not likely to have their depth and breadth. These characters are provided here so that players can have models for their own characters They could even be used by players, particularly by those not already experienced with role-playing games, or they may be recurring NPCs at the gamemaster's option
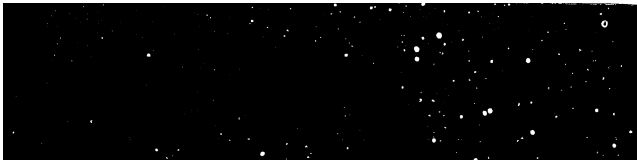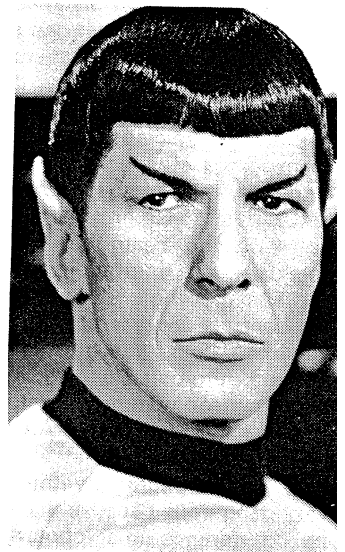
KIRK

Name: KIRK, James Tiberius
Rank: Captain
  Serial No.: SC937-0176CEC
Current Assignment: Galaxy Exploration Command,
  USS Enterprise. NCC - 1701
  Position: Captain
Race: Human
Age: 34
Sax: Male
Birthplaca: Terra/United States of America

STR	—68	CHA	—94
END	—77	LUC	—98
INT	—84	psi	—29
DEX	—79	DEX	—79

To-Hit; Modern: 79   Bare-Hand Damage- 1D10 + 8
  HTH:80   AP:11

Commendations: Palm Leaf of Axanar Peace Mission- Grankite Order of Tactics, Class of Excellence; Prantares Ribbon of Commendation, First and Second Class.

Skills

Skill	Rating
Administration	50
Carousing	62
Communication Systems Operation	38
Communication Systems Technology	1 1
ComputerOperation	50
ComputerTechnology	10
Damage Control Procedures	10
Deflector Shield Operation	20
Electronics Technology	10
Environmental Suit Operation	51
Gaming	32
Instruction	55
Language, Orion	21
Leadership	92
Marksmanship, Archaic Firearms	36
Marksmanship, Modern Weapon	79
Medical Sciences	
General Medicine, Human	10
Psychology, Human	49
Negotiation/Diplomacy	97
Personal Combat, Unarmed	81
Personal Weapons Technology	21
Physical Sciences	
Mathematics	28
Physics	15
Planetary Survival, Cool Temperate	66
Security Procedures	52
Shuttlecraft Pilot	49
Shuttlecraft Systems Technology	11
Small Equipment Systems Operation	10
Small Equipment Systems Technology	10
Small Unit Tactics	54
Social Sciences	
Federation History	64
Federation Law	86
Space Sciences	
Astrogation	79
Astronautics	22
Astronomy	53
Astrophysics	48
Starship Combat Strategy-Tactics	96
Starship Helm Operation	62
Starship Sensors	41
Starship Weaponry Operation	32
Starship Weaponry Technology	29
Streetwise	79
Transporter Operation Procedures;	66
Trivia	
Life of Abe Lincoln	91
American History	77
Warp Drive Technology	33
Zero-G Operations	10

Awards Of Valor: Medal of Honor; Silver Palm with Cluster; Star Fleet Citation for Conspicuous Gallantry; Karagite Order of Heroism

Notes: Once contracted Vegan choriomeningitis, and still carries microorganisms in his bloodstream,

SPOCK

Name: SPOCK
Rink: Commander
  Serial No. : Si 79- 276SP
Current Assignment: Galaxy Exploration Command,
  USS Enterprise, NCC - 1701
  Position: First Officer, Chief Science Officer
Race: mixed Vulcan/Human
Age: 40 +
Sex: Male
Birthplace: Vulcan/ShiKahr

STR	—93	CHA	—62
END	—82	LUC	—41
INT	—102	PSI	—97
DEX	—73		

To-Hit; Modern: 53   Bare-Hand Damage- 2D10 + 6
  HTH:65   AP11

Commendations: Vulcan Scientific Legion of Honor- twice decorated by Star Fleet Command

Awards Of Valor: Star Fleet Award of Valor

Notes: Rare blood type - T-negative

Skills

Skill	Rating
Administration	56
Artistic Expression, Vulcan Lyre	86
Communication Systems Operation	14
Communication Systems Technology	44
Computer Operation	91
Computer Technology	58
Damage Control Procedures	10
Deflector Shield Operation	11
Electronics Technology	26
Environmental Suit Operation	30
Gaming	87
Instruction	34
Language	
English	48
Vulcan	60
Leadership	52
Life Sciences	
Bionics	13
Botany	35
Ecology	45
Exobiology	40
Zoology	41
Life Support System Technology	18
Marksmanship, Modern Weapon	33
Mechanical Engineering	21
Medical Sciences	
General Medicine, Vulcan	15
Human	15
Psychology, Human	14
Negotiation/Diplomacy	10
Personal Combat, Unarmed	57
Personal Weapons Technology	20
Physical Sciences	
Chemistry	31
Computer Science	92
Mathematics	80
Physics	77
Planetary Sciences	
Geology	44
Hydrology	20
Meteorology	10
Planetary Survival, Desert	51
Security Procedures	12
Shuttlecraft Pilot	47
Shuttlecraft Systems Technology	23
Small Equipment Systems Operation	20
Small Equipment Systems Technology	31
Social Sciences	
Archaeology, Terran	56
Federation History	56
Federation Law	65
Political Science	35
Racial Culture/History, Human	62
Space Sciences	
Astrogation	46
Astronautics	46
Astronomy	68
Astrophysics	65
Starship Combat Strategy/Tactics	55
Starship Helm Operation	35
Starship Sensors	92
Starship Weaponry Operation	14
Starship Weaponry Technology	39
Streetwise	04
Transporter Operation Procedures	71
Transporter Systems Technology	42
Trivia	
Terran Artists	37
Terran Poetry	42
Terran Religious Literature	27
Warp Drive Technology	39
Zero-G Operations	38
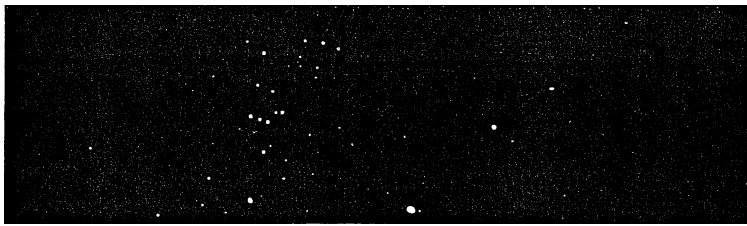
McCOY, Leonard, M.D.

Name: McCOY, Leonard, M.D.
Rank: Lt. Commander
    Serial No.: SM831-3840
Current Assignment: Galaxy Exploration Command,
    USS Enterprise, NCC - 1701
    Position: Chief Medical Officer

Race: Human
Age: 45
Sex: Male
Birthplace: Terra/United States Of America

SIR —56	CHA —81
END —54	LUC —66
INT —83	PSI —52
DEX —79	

To-Hit; Modern: 50   Bare-Hand Damage: 1D10 + 2
   HTH:52   AP11

Skills

Skill		Value
Administration		43
Carousing		44
Computer Operation		42
Damage Control Procedures		10
Electronics Technology		13
Environmental Suit Operation		24
Instruction		49
Language, Latin		47
Leadership		47
Life Sciences		
	Bionics	36
	Botany	53
	Ecology	52
	Exobiology	17
	Genetics	38
	Zoology	38
Life Support Systems Technology		33
Marksmanship, Modern Weapon		20
Medical Sciences		
	General Medicine, Human	96
	Vulcan	42
	Pathology	67
	Psychology, Human	56
	Vulcan	32
	Andorian	20
	Surgery	90
Negotiation/Diplomacy		66
Personal Combat, Unarmed		25
Physical Sciences		
	Chemistry	46
	Mathematics	10
	Physics	20
Planetary Sciences, Meteorology		10
Planetary Survival, Cool Temperate		26
Small Equipment Systems Operation		23
Social Sciences		
	Federation History	38
	Federation Law	44
Space Sciences		
	Astrogation	10
	Astronomy	10
	Astrophysics	10
Starship Sensors		31
Streetwise		52
Transporter Operation Procedures		10
Zero-G Operations		10

Commendations: Legion Of Honor
Awards Of Valor: Decorated by Star Fleet Surgeons; Star Fleet Award Of Valor
Notes: Divorced wi h one child, Joanna, 20
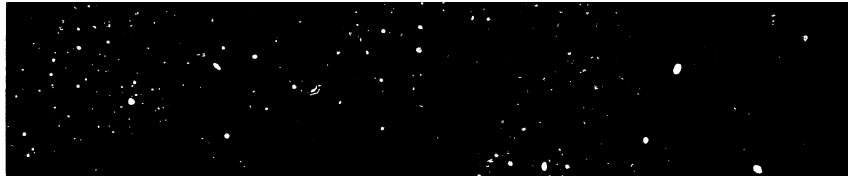
SCOTT, Montgomery

Name: SCOTT, Montgomery
Rank: Lt. Commander
    Serial No.: SE197-514
Current Assignment: Galaxy Exploration Command,
    USS Enterprise, NCC - 1701
    Position: Chief Engineer

Race: Human
Age: 45
Sex: Male
Birthplace: Terra/Scotland

SIR —61	CHA —62
END —57	LUC —71
INT —91	PSI _2?
DEX —66	

To-Hit   Modern:62   Bare-Hand Damage: 1D10 + 10
   HTH:70   AP— 10

Skills

Skill		Value
Administration		42
Artistic Expression, Bagpipes		54
Carousing		72
Communication Systems Operation		20
Communication Systems Technology		39
Computer Operation		49
Computer Technology		47
Damage Control Procedures		10
Deflector Shield Operation		34
Deflector Shield Technology		41
Electronics Technology		78
Environmental Suit Operation		34
Instruction		43
Language, Gaelic		48
Leadership		52
Life Sciences, Biology		10
Life Support Systems Technology		62
Marksmanship, Modern Weapon		58
Mechanical Engineering		77
Medical Sciences, Gen. Med., Human		10
Negotiation/Diplomacy		33
Personal Combat, Claymore		16
Personal Combat, Unarmed		74
Personal Weaponry Technology		34
Physical Sciences		
	Mathematics	68
	Physics	62
Planetary Survival, Cool Temperate		10
Shuttlecraft Pilot		29
Shuttlecraft Systems Technology		69
Small Equipment Systems Operation		35
Small Equipment Systems Technology		45
Social Sciences		
	Federation History	32
	Federation Law	36
Space Sciences		
	Astronomy	30
	Astrophysics	32
	Astronautics	99
Starship Combat Strategy/Tactics		31
Starship Helm Operation		28
Starship Sensors		33
Starship Weaponry Operation		10
Starship Weaponry Technology		37
Streetwise		48
Transporter Operation Procedures		81
Transporter Systems Technology		94
Trivia, Alcoholic Beverages		89
Warp Drive Technology		97
Zero-G Operations		35

SULU, Hikaru W.

Name: SULU, Hikaru W.
Rank: Lieutenant
    Serial No.: SH7730-4967
Current Assignment: Galaxy Exploration Command,
    USS Enterprise, NCC-1701
    Position: Chief Helmsman

Race: Human
Age: 31
Sex: Male
Birthplace: Terra

STR —65	CHA —79
END —63	LUC —81
INT —82	PSI —21
DEX -88	

To-Hit; Modern: 75   Bare-Hand Damage: 1D10 + 9
   HTH:68   AP: 12
   Sword:71

Skills

Skill		Value
Administration		40
Carousing		41
Communication Systems Operation		31
Computer Operation		44
Computer Technology		29
Damage Control Procedures		10
Deflector Shield Operation		32
Deflector Shield Technology		28
Electronics Technology		45
Environmental Suit Operation		10
Instruction		31
Language, Tellarite		15
Leadership		48
Life Sciences, Botany		77
Marksmanship, Archaic Pistols		54
Marksmanship, Modern Weapon		62
Medical Sciences, Gen. Med., Human		10
Personal Combat, Sword		54
Personal Combat, Unarmed		48
Personal Weapons Technology		5
Shuttlecraft Pilot		57
Small Equipment Systems Operation		10
Social Sciences		
	Federation History	30
	Federation Law	32
Space Sciences		
	Astrogation	78
	Astronautics	23
	Astronomy	65
	Astrophysics	
Starship Combat Strategy/Tactics		68
Starship Helm Operation		89
Starship Sensors		59
Starship Weaponry Operation		43
Starship Weaponry Technology		42
Streetwise		51
Transporter Operation Procedures		35
Trivia, Ancient Firearms		89
Warp Drive Technology		10
Zero-G Operations		10

UHURA

Name: UHURA
Rank: Lieutenant
  Serial No.: SK2561-1122
Current Assignment: Galaxy Exploration Command, *USS Enterprise,* NCC - 1701
  Position: Chief Communications Officer
Race: Human
Age: 29
Sex: Female
Birthplace: Terra/United States of Africa

SIR	—54	CHA	—86
END	—62	LUC	—71
INT	—87	PSI	—41
DEX	—89		

To-Hit; Modern: 57 — Bare-Hand Damage: 1D10 + 5
HTH:58 — AP: 12

Skills

Skill	Value	Skill	Value	Skill	Value
Administration	42	Orion	25	Small Equipment Systems Technology	26
Artistic Expression, Harp	62	Romulan	23	Social Sciences	
Vulcan Harp	31	Leadership	52	Federation History	39
Vocal Music	94	Life Sciences, Exobiology	14	Federation Law	44
Carousing	36	Marksmanship, Modern Weapon	25	Racial Culture/History, Andorian	10
Communication Systems Operation	91	Mechanical Engineering	19	Vulcan	20
Communication Systems Technology	92	Medical Sciences		Ancient African	86
Computer Operation	61	General Medicine, Human	10	Space Sciences	
Computer Technology	33	Psychology, Human	22	Astrogatksn	48
Damage Control Procedures	75	Negotiation/Diplomacy	57	Astronautics	15
Electronics Technology	38	Personal Combat, Unarmed	27	Astronomy	34
Environmental Suit Operation	13	Physical Sciences		Astrophysics	31
Gaming	39	Mathematics	34	Starship Combat Strategy/Tactics	36
Instruction	38	Physics	21	Starship Helm Operation	31
Language		Planetary Sciences, Meteorology	10	Starship Sensors	51
Swahili	49	Planetary Survival, Tropical	37	Starship Weaponry Operation	12
French	48	Security Procedures	11	Streetwise	39
Klingonaase	40	Small Equipment Systems Operation	28	Transporter Operation Procedures	43
				Warp Drive Technology	27
				Zero-G Operations	10

CHEKOV

Name: CHEKOV, Pavel Andreievich
Rank: Ensign
  Serial No.: SN2304-0121
Current Assignment: Galaxy Exploration Command, *USS Enterprise,* NCC - 1701
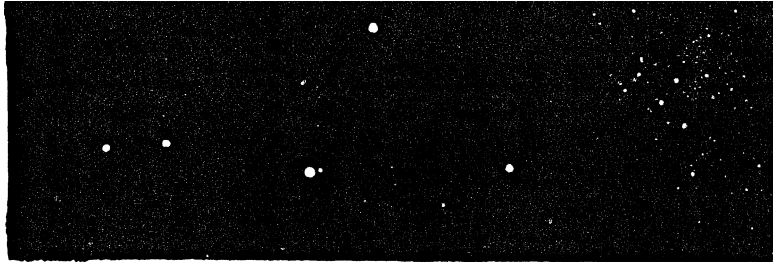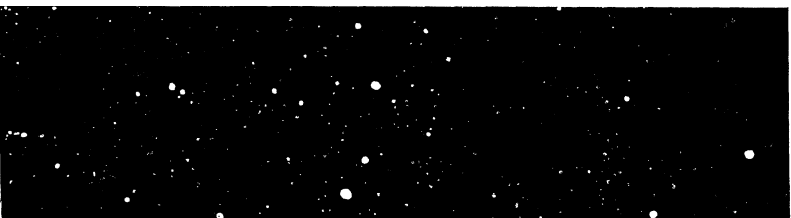 Position: Navigator
Race: Human
Age: 22
Sex: Male
Birthplace: Terra/Russia

SIR	—64	CHA	—81
END	—59	LUC	—60
INT	—81	PSI	—11
DEX	—68		

To-Hit; Modern: 55 — Bare-Hand Damage: 1D10-l- 5
HTH:54 — AP: 10

Skills

Skill	Value	Skill	Value	Skill	Value
Administration	30	Leadership	52	Federation Law	39
Carousing	30	Life Sciences, Ecology	19	Political Science	12
Communication Systems Operation	23	Marksmanship, Modern Weapon	42	Space Sciences	
Computer Operation	43	Medical Sciences, Gen. Med., Human	10	Astrogation	77
Computer Technology	20	Negotiation/Diplomacy	21	Astronautics	24
Damage Control Procedures	10	Personal Combat, Unarmed	40	Astronomy	78
Deflector Shield Operation	42	Physical Sciences		Astrophysics	76
Deflector Shield Technology	25	Mathematics	40	Starship Combat Strategy/Tactics	48
Electronics Technology	22	Physics	21	Starship Helm Operation	32
Environmental Suit Operation	25	Plan'etary Sciences, Geology	12	Starship Sensors	34
Gaming	16	Planetary Survival, Warm Temperate	21	Starship Weaponry Operation	38
Instruction	20	Security Procedures	15	Starship Weaponry Technology	36
Language		Shuttlecraft Pilot	18	Streetwise	11
Vulcan	15	Small Unit Tactics	19	Transporter Operation Procedures	17
Russian	46	Social Sciences		Warp Drive Technology	39
		Federation History	41	Zero-G Operations	21

CHAPEL

Name: CHAPEL, Christine
Rink: Ensign
  Serial No.: SM3561 -9943
Currant Assignment: Galaxy Exploration Command, *USS Enterprise,* NCC-1701
  Position: Head Nurse
Race: Human
Age: 31
Sex: Female
Birthplace: Terra

STR	—59	CHA	—73
END	—53	LUC	—31
INT	—68	PSI	—39
DEX	—71		

To-Hit; Modern: 46 — Bare-Hand Damage: 1D10 + 4
HTH:48 — AP:11

Skills

Skill	Value	Skill	Value	Skill	Value
Administration	53	Life Support Systems Technology	34	Planetary Sciences, Geology	10
Carousing	29	Marksmanship, Modern Weapon	21	Planetary Survival, Cool Temperate	19
Communication Systems Operation	20	Medical Sciences		Small Equipment Systems Operation	10
Computer Operation	40	General Medicine, Human	31	Social Sciences	
Damage Control Procedures	10	Vulcan	22	Federation History	33
Electronic Technology	11	Psychology, Human	24	Federation Law	31
Environmental Suit Operation	16	Vulcan	11	Space Sciences	
Instruction	54	Negotiation/Diplomacy	51	Astrogation	10
Language, Vulcan	15	Personal Combat, Unarmed	25	Astronomy	10
Leadership	44	Personal Weapons Technology	5	Astrophysics	10
Life Sciences		Physical Sciences		Starship Sensors	31
Bionics	22	Chemistry	32	Streetwise	13
Botany	84	Mathematics	20	Transporter Operation Procedures	10
Ecology	66	Physics	16	Trivia, Vulcan Cooking	29
Exobiology	23			Zero-G Operations	10
Genetics	21				
Zoology	69				

Notes: 0... ally research biologist - sciences section. Transferred to medical after death of fiance. Dr. Roger Korby.

Name: RAND, Janice

Rank: Ensign
    Serial No.: SV8100-222
Current Assignment: Galaxy Exploration Command,
    USS Enterprise, NCC-1701

    Position: Yeoman

Race: Human
Age: 26
S«x: Female
Birthplace: Terra

STR	—52	CHA	—71
END	—56	LUC	—20
I$_{NT}$	_69	PSI	—45
DEX	—68		

To-Hit; Modern: 53   Bare-Hand Damage: 1D10 + 4
    HTH:44   AP:10

Skills

Administration	69	Life Sciences		Planetary Survival, Arctic	31
Carousing	29	Ecology	16	Security Procedures	11
Communication Systems Operation	28	Exobiology	20	Social Sciences	
Communication Systems Technology	10	Marksmanship, Modern Weapon	38	Federation History	52
Computer Operation	31	Mechanical Engineering	21	Federation Law	41
Damage Control Procedures	10	Medical Sciences		Space Sciences	
Electronics Technology	32	General Medicine, Human	10	Astrogation	30
Environmental SuitOperation	16	Psychology, Human	19	Astronomy	32
Gaming	38	Negotiation/Diplomacy	32	Astrophysics	35
Instruction	49	Personal Combat, Unarmed	20	Starship Helm Operation	22
Language, French	10	Personal Weapon Technology	5	Starship Sensors	25
Leadership	28	Physical Sciences		Streetwise	14
		Mathematics	30	Transporter Operation Procedures	79
		Physics	29	Transporter Systems Technology	41
				Zero-G Operations	10

OTHER ENTERPRISE CREWMEN

Name: DESALLE, Vincent

Rank: Lieutenant
Current Assignment: Galaxy Exploration Command,
    USS Enterprise, NCC-1701
    Position: Asst. Chief Engineering (transferred from Navigation)

Race: Human
Sex: Male

STR	—71	GHA	—61
END	—60	LUC	—38
INT	—76	PSI	—13
DEX	—59		

To-Hit; Modern: 42   Bare-Hand Damage: 1 D10 + 4
    HTH:44   AP:9

Significant Skills

Leadership	77
Marksmanship, Modern Weapon	25
Personal Combat, Unarmed	28
Space Sciences	
Astrogation	61
Astronautics	80

Name: KYLE, Winston

Rank: Lieutenant
Current Assignment: Galaxy Exploration Command,
    USS Enterprise, NCC - 1701
    Position: Transporter Chief (transferred from Helm)

Race: Human
Sex: Male

STR	—62	CHA	—76
END	—55	LUC	—28
INT	—71	PSI	—22
DEX	—81		

To-Hit; Modern: 62   Bare-Hand Damage: 1D10 + 6
    HTH:54   AP: 12

Significant Skills

Marksmanship, Modern Weapon	33
Personal Combat, Unarmed	26
Starship Helm Operation	72
Starship Sensors	51
Transporter Operation Procedures	84
Transporter Systems Technology	39

Name: M'BENGA, M.D.

Rank: Lieutenant
Current Assignment: Galaxy Exploration Command,
    USS Enterprise, NCC-1701
    Position: Medical Officer

Race: Human
Sex: Male
Birthplace: Terra/United States of America

STR	—62	CHA	—77
END	—70	LUC	— 4
INT	—84	PSI	—61
DEX	—62		

To-Hit; Modern: 42   Bare-Hand Damage: 1D10 + 4
    HTH:46   AP:10

Significant Skills

Marksmanship, Modern Weapon	20
Medical Sciences	
General Medicine, Human	64
Vulcan	53
Personal Combat, Unarmed	30

INDIVIDUAL DATA RECORDS

Name: KOR

Rank/Title: Captain
Current Assignment: D-7 Battlecruiser,
    Klothos
    Position: Commanding Officer

Race: Klingon
Sex: Male

STR	83	CHA	31
END	77	LUC	21
INT	62	PSI	16
DEX	74		

Significant Skills

Leadership	81
Marksmanship, Modern Weapon	62
Negotiation/Diplomacy	27
Personal Combat, Unarmed	75
Security Procedures,	
including interrogation	83
Starship Combat StrategyATactics	49

Name: KOLOTH

Rank/Title: Captain
Current Assignment: D-7 Class Battlecruiser,
    Devisor
    Position: Commanding Officer

Race: Klingon
Sex: Male

STR	79	CHA	59
END	81	LUC	36
INT	76	PSI	21
DEX	71		

Significant Skills

Leadership	79
Marksmanship, Modern Weapon	57
Negotiation/Diplomacy	42
Personal Combat, Unarmed	41
Security Procedures,	
including interrogation	69

Name: JONES, Cyrano

Race: Human
Sex: Male

STR	41	CHA	88
END	32	LUC	02
INT	62	PSI	17
DEX	42		

Significant Skills

Carousing	87
Negotiation/Diplomacy	77
Small Vessel Pilot	61
Social Sciences	
Economics	89
Federation Law	32

Name: MUDD, Harcourt Fenton (Harry)

Race: Human
Sex: Male

STR	50	CHA	73
END	47	LUC	24
INT	81	PSI	14
DEX	48		

Significant Skills

Carousing	yg
Negotiation/Diplomacy	83
Small Vessel Pilot	72
(License suspended)	
Social Sciences	
Economics	92
Federation Law	81
Streetwise	
including forgery, bribery	64

Notes: Con man and rogue. Alias: WALSH, Leo Francis, among others.

Name: SAREK

Race: Vulcan
Sex: Male

STR	—90	CHA	—81
END	—79	LUC	—50
INT	— 105	PSI	—89
DEX	—69		

Significant Skills

ComputerTechnology	81
Negotiation/Diplomacy	98
Space Sciences	
Astronomy	94
Astrophysics	96

Notes: Former Vulcan ambassador to Federation Council; Chief Vulcan negotiator at Babel Conference; Married to Amanda Grayson of Terra; one child, Spock, serving with Star Fleet.

Name: SINGH, Kahn Noonian

Race: Human (genetically improved)
Sex: Male

STR	91	CHA	99
END	104	LUC	56
INT	96	PSI	62
DEX	98		

Significant Skills

Administration	71
Leadership	98
Medical Sciences	
Psychology, Human	84
Negotiation/Diplomacy	67
Personal Combat, Unarmed	69
Planetary Survival, Desert	89

THE STORY OF LEE STERLING

LT. COMMANDER, STAR FLEET

By Guy W. McLimore, Jr.

*This story is presented to help new players create characters for **STAR TREK: The Role Playing Game.** Each section of the story deals with a different section of the rules. As you read the story and follow the examples, you can see how to create a character of your own. At various places in the story, you will be directed to pages in the rule book appropriate to the development of the character. After you have read a section of the rules and created part of your own character, the rule book will refer you back to this story. Just pick up where you left off, and read on until you are told to refer to the rules again. When the story is over, you will have read all of the character creation rules. More importantly, you will have a character of your own, and you can fully enjoy the facinating universe of STAR TREK.*

"Is that it?" The voice of the girl was full of impatience. "Can you see it yet?"

"Shhh!" hissed the tall, lanky boy hunched over the back-yard telescope. "These settings are delicate. Like Dad says, an astronomer can't rush the stars."

He fiddled with a dial. The computer-augmented instrument hummed briefly, then brought the bright blur into sharp focus. The boy gasped softly at the rectangle of regularly spaced lights, an artificial construct in Earth-orbit. The computer-assisted 'scope his father had given him was not capable of further resolution, but his imagination filled in what was too far away to actually see — a great starship in orbiting drydock!

"It's beautiful," Lee Sterling told his friend as he vacated the eyepiece so she could look. "You can't quite make out the ship, but the drydock lights show up clear as anything!"

The pretty redhead, as petite as her friend was tall, had to stand on tiptoe to look through the eyepiece. She gazed through the eyepiece and whistled softly under her breath. "Sure is pretty, Lee. Which ship is that?"

"It should be the *Constitution,* according to the newsfax," he replied. Like many 13-year-old boys with an interest in space, Lee kept close track of the comings and goings of the big ships of Star Fleet. "Dad got a chance to look around her once. He met her Science Officer at a Luna City astronomer's conference when she was in for maintenance and got invited aboard. Mom went, too, but I was too little."

The young girl politely gave up the eyepiece so Lee could look again. Were those flickers of light he saw the steering motors of work bees, or were they just his imagination?

"Next month I'll have enough saved up for a repeater screen for this thing," Lee explained, adjusting the eyepiece. "Then we can both look."

When Lee next looked up, his friend was sitting on the ground, gazing intently upward — not at the dim light of the drydock, barely visible to the naked eye — but at the full moon. "Lee," she asked for the thousandth time, "what was it like on the moon?"

"In the moon," he reminded her, folding his long legs under him and sitting down next to the fixed scope mount. "No one lives on the surface," he said as he looked up at the bright lunar orb. "I don't remember anything about it, really. I was only two when Dad was reassigned to Earth.

Mom says I cried because I had trouble adjusting to the gravity change after being born in Luna City. Now Dad's out at Faraway Observation Station, out beyond Pluto."

"... And I'm still here," he added to himself.

"I want to go, someday. To Luna City, then out to the stars. Casey O'Connor, space explorer..."

Lee's companion had a dreamy, faraway look in her eyes. The dream they shared, more than anything else, cemented their friendship.

"We'll go, Casey," Lee assured her. "Dad couldn't qualify when he was my age, but he says I'll make it if I keep at my studies." Lee smiled, and gave Casey a playful nudge with his elbow. "You'll make it, too!"

The conversation was interrupted suddenly by the persistent buzz of Lee's pocket phone. He dug it out and flipped open the grid. "Hello," he answered, "Lee Sterling here."

The speaker grid crackled a bit on the old-model, voice-only instrument, but the reply was clear enough. "Lee, this is Uncle Dave. Can... can you come back to the house right away, please. It's important."

Lee could hear the hesitation in his uncle's voice and realized something was very wrong. He hadn't even known Uncle Dave was in town. "On my way," he replied, snapping the grid closed as he got up quickly. Casey followed Lee back up the path over the hill to the house.

*** *** ***

NEWSFAX — Dateline Luna City:　　　Today, officials of the UFP Academy of Sciences, Luna City Division, confirmed the destruction of Faraway Astronomical Observation Station in a freak collision with an uncharted planetary fragment. The fragment, which went undetected because of a minor failure in the station's sensors, impacted the station and destroyed it early Thursday evening in the middle of the station's daily subspace-radio report. Star Fleet Merchant Marine Command rescue teams report that all hands were lost. The station was commanded by astronomer Dr. William B. Sterling."

*** *** ***

"Quite a party, Lee!" said the sturdy teenager as he approached smiling. "My compliments to the committee, even if the only reason you were on it was because you were the only one who could reach the ceiling without a ladder."

Lee smiled back and bowed gracefully. At a height of 206 cm (6'9"), Lee knew his friend's jest was only just barely untrue. "On behalf of the committee, thanks for the compliment, D.W." He looked around at the gaily-decorated gymnasium, done up in gold, blue and red bunting. Above their heads sailed a large starship model, and the walls glowed with a thousand points of light, like a galaxy of stars.

A dark-haired girl approached, and wrapped one arm around D.W. "Well," she said to Lee with an amused smile, "it's easy to see who chose the theme for the year-end party! How's our resident starman?"

"Nervous, and it isn't just graduation." Lee admitted. "I haven't heard about my application to Star Fleet Academy yet," he said as he sighed and shook his head. "Maybe my physical scores were too low to make it after all. Coach Chesterton said I might have trouble with the strength and endurance minimums. You wouldn't believe all the testing they did."

"Relax, Lee," the dark-haired girl said confidently. "You're tall and wiry instead of big like D.W., but that's no handicap in Star Fleet. They're looking for minds as well as bodies. Casey says you're a sure thing. They had to be impressed with your scores in astronomy and planetary ecology. Mr. Carlos sent a report about your extra-curricular work in electronics, and I know you got some great recommendations from the faculty. I ran the dictation tapes through the voice-typer myself!"

She touched her friend's arm gently. "Your Dad would be very proud of you, Lee."

"You see why I keep Jacqueline around?" mocked D.W. "Sometimes it helps to have a girlfriend who works part-time in the school office. By the time the two of us graduate next year, we'll own the place."

"Dr. Kavendish says he only keeps me around because I'm the only one who can program the file computer," complained Jacqueline good-naturedly. "Why can't anyone appreciate me for my beauty instead of my mind?"

"Speaking of beauty and brains," D.W. commented, "where are you hiding Casey? If you're taking off for the Academy, I'd think you two would want to spend as much time together as you could. She's stuck with the rest of us for one more year."

Lee shrugged. "Darned if I know where she is," he said, puzzled. "She helped finish decorating and then took off suddenly. She said something about not worrying if she was " a bit late getting back. I haven't seen her since."

"She'll turn up," said Jacqueline. "Meanwhile, you can dance with me while D.W. spikes the punch again."

"Thanks a lot! Be careful, Lee, " D.W. called after them "with mock seriousness. "She always tries to lead!"

Seeing that Lee was safely distracted, petite Casey O'Connor entered from the darkened hallway and went over to D.W. "All set," she confirmed. "But this was still a dirty [1] trick to hide the notice until now!"

"He'll love it," D.W. reassured her. "Watch this!"

On a raised platform at the front of the gymnasium, class president Aaron Kling stopped the music and called for the attention of the assembled students. "Can you all hold it for a second," he called. "We have an important announcement. We have a graduating senior who has achieved a special honor - but he doesn't know it yet. We pulled a fast one on him so we could announce this tonight and see his face when he heard the news."

Aaron held up a paper so the crowd could see it, then started to read it aloud. "On behalf of the Commanding Officer and the faculty of Star Fleet Academy, it is our pleasure to confirm the appointment to the Academy of Lee David Sterling as a Cadet."

Lee didn't hear the rest - his ears were ringing with excitement and the cheers of his friends and classmates. Jacqueline, standing next to him on the dance floor, smiled and pointed, and he caught the eye of Casey across the room. She waved and gave him a "thumbs-up" signal. Lee was on his way to the stars!

Youcan *followLeeSterling'scareerwhilepreparingyour own Star Fleet character. Follow the rest of the story and* stopat *the endofeach section, where there willbe a reference to the rules on character generation. Follow the rules and youcancreateacharacterwithdreamssimilartoLee's.*

To see *how you measure up to Lee in Star Fleet's initial physical*andtesting,turnnowtothechapteroncharacter creation, *found on page 15. The sections* **Assigned Ship, Rank, And Position, Choosing A Race, and Creating Attribute Scores,***shouldbereadatthistime.Ifyouhavenotalready* readthe**Introduction**andthechapteron**DefiningACharacter,** *they should be read first.*

Somehow, this wasn't exactly what Lee Sterling had imagined! The 18-year-old Academy applicant had expected applying to Star Fleet Academy would mean thorough testing. Now, after 13 hours of rigorous testing, he had a much better understanding of just how inventive the tests could be!

The psychological and aptitude testing was mostly a more-thorough repeat of things he had done in his high school career. The physical tests, however, were grueling and, in some cases, quite surprising.

Surprise was the whole point of one test. Lee and the other applicants were asked to do a series of simple calesthenics - no problem! After a few minutes, however, Lee began to realize that he was expending more effort to do the simple exercises than he expected. He knew he was not a physical superman like the applicant next to him, a Vulcan, but he couldn't be getting tired so easily!

Suddenly the answer came to him. Slowly, subtly, an artificial gravity field in the room was being increased. Lee felt noticeably heavier now, but, grimly, he continued, forcing his muscles to compensate for the increasing gravity. Straining, he hung on, collapsing only after the field had been increased to more than 2G, twice what he was used to and far more than the gravity of his birthplace.

The last physical test came late in the afternoon. The applicants, recovered from the morning's workout at raised and reduced gravities, were subjected to a series of simulated acceleration tests. Artificial gravity fields pressed each applicant deep into a contour chair with ever-greater pressure, much like the centrifuge testing used by the 20th-century astronauts Lee had read about.

The heart function, breathing, and other life signs of each applicant were monitored at all times by built-in tricorder circuits. The constant attention was for the applicant's own safety, because this test continued until he "had a reaction", as the Medical Officer in charge politely put it. The reaction was loss of consciousness.

The test made sense to Lee. After all, his endurance limits must be known by the Medical Officers so they could design a physical training program to stretch his limits without injuring him. After the test, Lee woke up exhausted and all too willing to collapse into bed at lights out.

Lee's *endurance tests told the Medical Officers about his physical limits. To find out your own character's limits, turn to the* **Creating Endurance Statistics** *section of the character creation rules, page 17. If you have not already read the chapter on* **Injury, Medical Aid, And Recovery,** *now would be a good time to read it.*

Lee's first love was science, particularly astronomy. But in his first year of the Academy, he learned that Star Fleet requires that all officers receive a well-rounded education in the basics of what every good officer should know.

The freshman Cadets were particularly surprised to find that a great deal of emphasis was placed on such subjects as alien languages, Federation history and law, and various life, physical, and planetary sciences. Classes in computer programming and operation, marksmanship, unarmed personal combat, and leadership training were less surprising, but just as demanding.

Of course, the basics of space science, particularly astronomy and astrophysics, were taught to all Cadets. Lee discovered that, despite his head start in this area, he had to work hard to keep up with the required readings and study. Lee really enjoyed his first taste of being a spaceman — his classes in environmental suit use and in zero-G operations. Other classes he enjoyed dealt with starship equipment systems, particularly the powerful sensor probes.

* * *
** ** **

Lee Sterling, second-year Cadet, walked down the row of freshman Cadets that stood before him in gym clothes. "All right, some basic calisthenics, then," he called. "Push-ups, first..." Lee nodded across the room at a fellow Cadet who stood by a control panel, and the other Cadet smiled back and touched a switch. A few minutes later, as the artificial gravity field began to increase, Lee remembered when he had done this a year before. It was going to be a long, long day for this group of newcomers!

One of the freshmen caught Lee's eye and winked - not a very military attitude, but Lee simply smiled and winked back. D.W. Davidson started his pushups, and Lee wondered if his friend would be too tired to talk to him later. Lee had known, of course, that Casey planned to enter Star Fleet, but it had come as a surprise to Lee when D.W. and Jacqueline had applied as well.

Later, Lee's thoughts turned to the freshman from his home town as he went to an advanced class in computer operation. Jacqueline and Casey had always been better with computers than Lee had been, but after this first day of testing, neither young woman would have the energy to help him study.

Lee remembered the graduation party a few months before. He had arranged a short leave and surprised Casey, D.W. and Jacqueline by attending. Aaron Kling, who had graduated with Lee, had given up his independent law studies and negotiated a transfer to the Academy mid-year. He got leave, too, and the five had enjoyed three days of celebration before Lee and Aaron had to return. It was not often that a backwater school in a small town like Lee's filled five Academy slots in two years, and they were all celebrities there because of it. Now Lee was hitting the books in physical chemistry. Once a week, he squeezed in a game of 3-D chess with Sarlo, the Vulcan student who was Academy champion. Someday, before graduation, he'd like just once to beat his emotionless partner. Perhaps that would shake his perfect Vulcan cool.

Lee's advanced classes were piling up now, and there would be all too few chances to see his friends outside of class. Later in the week, perhaps, they would have time to get together. Lee had chosen advanced classes in zoology, physics, and geology, as well as in ecology, chemistry, astronomy, and computer operation. In language studies, he decided to learn a sampling of the Vulcan tongue. Lee knew that some of his roughest competition for choice assignments in the sciences would be from Vulcan officers, and he hoped that a working knowledge of the Vulcan language would help him understand how Vulcans thought and reacted. The language was difficult - among the most difficult of Federation languages - but Lee's teacher, Lt. Sanat, had the endless patience typical of a Vulcan. He even taught Lee the basics of playing the Vulcan lyre.

Near the end of Lee's last year at the Academy, his class was required to attend lectures designed to make them familiar with the various branches of Star Fleet service. Lee already knew he was most interested in the Science Branch. He had already decided on his goal - to become the Chief Science Officer aboard one of the big *Constitution* class vessels like the Hood or the newly-commissioned *Enterprise.*

Even so, Lee was fascinated by the lectures, learning about the wide range of expertise required for the various branches. Each specialty area proved to be more complicated in their requirements than Lee had imagined. Furthermore, Lee paid special attention because he had promised to tell his friends about the departmental requirements. Lee took notes now for all of them.

Navigators and Helm Officers shared many duties, Lee found, and.so the educational requirements in these fields were similar. Navigators were required to know some of the helm operations and Helmsmen were required to know some astrogation; both needed extra training in using the starship sensors and in computer operation. Lee found that a Navigator, usually in charge of a ship's deflector shield controls, had to be well-versed in the operation of and the technology behind these complicated devices. Similarly, Lee found that Helm Officers were often responsible for the ship's weapons systems, and needed to know phaser and photon torpedo technology inside out, as well as the skills necessary to steer a starship in combat.

The Engineering Officer who lectured displayed the fierce pride in workmanship that had been the hallmark of ship's Engineers since the early days of ocean-going vessels. To them, Engineering was a sacred trust, with no greater reward possible or necessary than a smoothly-operating vessel. To insure this, Engineering Officers studied ALL the technical aspects of starflight, including the mighty-but-delicate controls that turned the raw power of matter/anti-matter annihilation into warp drive.

Though Lee's early scientific interests were outside the life sciences, he found that the Medical Branch required a surprisingly wide range of talents. Medical men learned the anatomy and physical structure of many races besides their own, in addition to practical training in psychology, life support systems, and computer operation - this last centered in the operation of the medical tricorder and various computer-assisted diagnostic devices. Lee found that most of the Cadets preparing for a career as a Medical Officer (as well as those preparing for Engineering and Science Branches) of Star Fleet would be older when they graduated from Branch School than those in other branches, because of the extra study involved.

Lee had always thought of communications as being one of the easiest jobs in Star Fleet. That notion left him when he discovered that communications officers were all required to become experts at the technical side of their equipment, as well as in the linguistics and customs of hundreds of cultures. All communications officers learned several languages, and as Lee recalled how his throat ached after trying to master Vulcan vowels for three years, he reassessed the difficulty and importance of the communications post.

"Security", said one officer who lectured in the traditional red-shirted uniform of that branch, "is more than armed guards and police action." The lecturer discussed at length how a successful security officer must be something of a planetary survival specialist, a lawyer, a practical psychologist, a weapons repairman, a zero-G combat expert, apd a military tactician, as well as an expert marksman and unarmed fighting master. The security department was well-known as being among the most dangerous in Star Fleet, and the lecturer seemed proud of the fact. "Security is dangerous because it falls to us," he told the Cadets, "to stand between the unknown and the Star Fleet Officers who challenge and study it."

Finally, the lectures on the Science Branch began, and confirmed what Lee's first year of study had led him to suspect. If he wished to make it as a Chief Science Officer aboard a large starship, Lee would have to broaden his education considerably Certainly, astronomy and astrophysics were

important; every Science Officer, no matter what his specialty, was required to study them. Lee found that some Science Officers centered most of their education in one field, like botany or geology. Although these officers were valuable assets in their areas, the coveted job of Chief Science Officer on a major starship usually went to someone with skill in a wide range of fields. Physical chemistry, zoology, botany, physics — the list was endless. No one could hope to master them all, but Lee found that a good officer would know a great deal about one or two, and a smattering of each of the others. He also found that a Science Officer had to be an expert with both computer operation (especially the portable tricorder devices and ship's library computers) and sensors (for remote readings on scientific data). It seemed to Lee that his next year and a half would likely be even more difficult and absorbing than his first years at the Academy had been.

The anticipation was so great, Lee could hardly stand it. After five and one-half years of incredibly hard work at Star Fleet Academy, graduation was coming. But even more important than graduation itself was the posting of passed Cadets, now new Midshipmen, to ships of Star Fleet for their six-month Cadet Cruise. Lee sat in his room, unable to concentrate on his studies. At 1600, sharp, the postings would be available on the network of study terminals throughout the Academy complex. Lee had punched in a program that would display the data on his room's terminal as soon as it was ready. Until then, he would pace in frustration.

Lee's door buzzer interrupted his nervous thoughts. He touched a control, returning his door function to automatic, and it slid open.

"So what's the word?" D.W. Davidson entered, grinning. Lee knew that D.W. was quite aware the postings weren't up yet, but D.W. could never resist poking a bit of good-natured fun at Lee when the occasion arose. Entering with D.W. were Jacqueline Lopez and Casey O'Connor.

"I thought you three had exams tomorrow," Lee said quizzically, rising to greet them. "Taking a study break?"

Casey laughed as she sat next to him. "As if we'd leave you here alone in your hour of nervous collapse! What are friends for?"

Lee tried to act unconcerned. "Oh, I'm not worried - one ship is as good as another,,! suppose..."

"Sure, Lee," Jacqueline said in a mildly sarcastic tone. "You don't care where you're posted — as long as it's to a *Constitution* class ship!"

"Everyone wants a big starship like the *Enterprise/*" Lee confirmed. "But very few get posted to one! After all, there are only so many openings..."

"... And intelligent students like you have an edge to get them," D.W. interrupted. "Everyone knows that! I'll bet YOU end up on the *Enterprise!* They say her new captain, Christopher Pike, is quite a commander! Maybe you'll..." D.W.'s comments were cut off by the buzzing of the room computer terminal. It was 1600 exactly, and the postings were up.

"Passed, Cadet Sterling, Lee David," read Lee aloud from the screen as his friends gazed anxiously over his shoulder. "Posted to Exploration Division..."

"All right!" yelled D.W. excitedly.

"...scoutship *USS Daniel Boone/*" Lee finished, his voice dropping to a whisper.

"Huh? Oh, darn!" D.W. suddenly realized that his friend had been posted, not to a *Constitution* class ship, but to a small scout in the same division.

"No, you don't understand," Lee explained hurriedly. "That's not bad at all. Sure, I'd have liked to get a big starship, but the *Boone* is scheduled to make a run through unexplored space! I'll be right out on the frontier, where I wanted to be!"

"Then it's all right? You still want to celebrate?"

"Sure!" Lee smiled at his three companions. "Let's round up some of the other passed Cadets and have a party!"

All too soon, there would be time for Lee and his friends to realize that the cruise would put them millions of miles apart for almost a year - longer, since they would all be leaving on their own Cadet Cruises, perhaps even before he returned from his own. Time later, though, for goodbyes. For now, all Lee could think about was the vastness of uncharted space, and about his role in bringing its knowledge back for all people everywhere.

"Midshipman Sterling reporting, sir." Lee stood at attention in front of his commanding officer's desk. Many Star Fleet captains were less strict about military precision, but Capt. Parvenu was of the old spit-and-polish school. He ran a taut ship, and his precise manner in command decisions had saved the *Boone* more than once.

"At ease, Sterling," Parvenu said, never looking up from his data screen. Lee couldn't see what it said from here, but it must be pretty interesting from the captain's reaction. Lee relaxed his posture just a bit, clasping his hands behind his back.

Finally, the grey-haired captain looked up. "Science Officer T'Palla tells me you're the one responsible for this report the survey party filed. Is that so?"

"Ooops," thought Lee, "that must be the bio report on the screen."

"Yes, sir," Lee confirmed out loud. "That's my report."

Parvenu leaned back in his chair and scowled. "I thought your specialty was astronomy, not biosciences, Sterling. Yet you come up with a conclusion that the planet we're surveying is unsuitable for colonization. It looked good to the independent scout who came through here the first time."

"He didn't spend much time on the planet, sir," said Lee, somewhat defensively. "All the lifeforms appear to work cooperatively. The planet's ecology is geared to resist change — and colonists bring change. I advise against colonization until the matter can be studied further."

"That's very interesting advice, but a bit out of your specialty." Parvenu frowned at the screen. Lee said nothing. His work on this project WAS out of his specialty area, but a Midshipman like Lee was supposed to be learning on-the-job. That's why T'Palla had put him in charge of the biosciences report in the first place.

"It so happens," Parvenu continued after several nerve-racking moments, "that your report is right on the money. I'm no biosciences expert either, but my shipmates and I ran into a similar situation on a colonization project when I was about your age. The planet's ecology was so delicately balanced that anything we did made it seem like the whole blamed world was at war with us. It cost fifteen good men's lives to find out that planet needed 'further study.' Perhaps your work here has enabled us to find that out at a much more affordable price."

Lee tried not to show his surprise. The 'old man' was actually smiling!

"T'Palla's putting you in for a departmental commendation," Parvenu told Lee, "and I'm endorsing it. Not a bad way to round out your Cadet service, Midshipman. The commendation, along with your grades and service reports,

should put you on the Honors List." He stopped a moment, then turned off the computer screen. "Six days from now, after we make port, I'll have to call you Ensign Sterling!"

*** *** ***

Ens. Lee Sterling smiled softly as the young midshipman sent to ferry him gently docked the travel pod with Academy Station's port personnel airlock. It seemed like only yesterday he'd left here as a wet-behind-the-ears midshipman, aboard the dear old *Boone* for his Cadet cruise. Now, six years and two starside assignments later, he was back, posted to Department Head School.

Lee had worked hard for this chance. After leaving the *Boone,* he'd hoped for assignment to a *Constitution* class starship, but that long-held dream had eluded him. Instead, he spent a year as a Science Officer aboard a Military Division vessel patrolling along the Romulan Neutral Zone. The tiny, but heavily-armed, scout he'd served on had hardly needed a trained astronomer, and they'd seen no action of any kind.

Next, he'd been sent to the Merchant Marine Division. At first, Lee looked on the assignment as a loss of status, figuring he couldn't be any farther from the big starships and still stay in space. Now, after 5 years as a Science Officer aboard a huge, bulk-cargo ship, he held the same opinions, only more strongly. He wasn't happy with the routine sensors work on cargo milk runs, and longed for the excitement of scientific exploration. Five years of faithful service had earned him a shot at Department Head School, and when it was offered he grabbed it, hoping to better his chances at more important assignments.

*** *** ***

Over the next year, Lee learned the skills of administration and found that Department Head School was even harder than the Academy had been during his Cadet days. The dry-but-necessary knowledge of Star Fleet's vast administrative structure occupied much of his time, but he took more interest in studying advanced computer operation and technology. Furthermore, his extra coursework in astronomy, physical chemistry, and geology demanded that he gain even more skill in an environmental suit. For exercise, he chose to work out with the unarmed combat specialist.

What surprised Lee the most was his aptitude for leadership. He discovered that his work seemed more important to him, no matter the assignment, when other people depended on his abilities and looked to him for guidance.

After the one-year course, his automatic promotion .to full lieutenant more than made up for the hard work and long hours. Better still, Lee was again headed to the stars!

If your character will serve as a Captain, a First Officer, or a Department Head aboard a Star Fleet Vessel, he will attend Department Head School at some time in his career. Provision is made for your character to follow this procedure now if he is to go to Department Head School. Don't worry about your character's post-Academy assignments and experiences at this time. All of the experiences that a character has between his Cadet Cruise and the beginning of the game, no matter when they may have occurred, are covered later. Turn now to the section on **Department Head School** *of the character training rules, found on page 22.*

If your character will not attend Department Head School read on.

"Atten-tion!"

Through the Great Hall of the Kafta VII Colonial Office, the assembled officers of Star Fleet's Sector Colonial Staff snapped to attention. The civilian officials of the colony stood straight and tall, and the rest of the crowd rose also to their feet. Lt. Lee Sterling kept his eyes fixed straight ahead and tried to look smartly military, repressing a grin.

On opposite sides of Lee stood Kafta VII's Colonial Administrator, "Cool Jack" Delmar. For a man with a reputation for absolute calm, he looked almost flustered as he unrolled an elaborate scroll and began to read.

"On Stardate 1257.6 local, Lt. Lee Sterling of Star Fleet's Colonization Division was serving as Astronomical Department Watch Officer aboard the colony support vessel *USS Mayflower,* in orbit about Kafta VII. While making routine observations of the system's sun, Lt. Sterling noticed a small streak on a photographic plate. Working on his own time and on his own initiative, he pursued the matter with further observations, soon confirming the movement of a small asteroid of mass approximately 150,000 kilograms through the system. Lt. Sterling projected the course of the object and discovered it would hit the planet itself in three standard days."

The grey-haired civilian paused, looking over the crowd, then continued. "In the opinion of Lt. Sterling's superiors, the timeliness of Lt. Sterling's report and the quality of his work made it possible to warn the Colonial Government of the impending strike in the area of Kafta VII's largest settlement. Because of these actions, a successful evacuation effort saved the lives of 15,000 citizens of our planet.

"In grateful appreciation of his efforts, the Colonial Office of Kafta VII hereby presents Lt. Sterling with an official commendation for service to the colony, and names him an Honorary Citizen of Kafta VII. On behalf of the grateful citizens of our world, let me express our most heartfelt gratitude."

The cheering went on for a few minutes before it was quieted by a gesture from the administrator. "And now," he said, "I believe Admiral Hollister has a presentation of his own."

Lee was surprised, but sure enough, there was the Admiral making his way to the podium. Hollister, the Sector Chief Of Colonial Operations, looked like a quiet rural schoolteacher, but he was one of the most respected officers in the division. Lee stood solidly at attention, and wondered what had brought the admiral all the way out here.

"Forgive me for catching you by surprise, Lieutenant," the admiral said mildly as the took the podium. "I just couldn't resist making this announcement myself. In action last week by the Star Fleet office of Colonial Operations, and in response to recommendations by the commanding officer of the *Mayflower* and the planetary government, Star Fleet is pleased to confer the Star Fleet Silver Palm Award For Meritorious Service to Lt. Lee David Sterling, along with a promotion to the rank of Lt. Commander." The mild little man in the admiral's uniform smiled broadly as he stepped over to Lee and shook his hand, then pinned the coveted Silver Palm to Lee's dress uniform tunic. "Congratulations, Commander Sterling," he said. "Wear it proudly."

*** *** ***

School and more school! Star Fleet Officers must be among the best-trained in the whole universe, for all the money and time lavished on their education, thought Lee. After all, it had only been six years since his last posting to Star Fleet Academy for Department Head School, and now here he was again, back for Command School.

Things were looking up for Lee. Though he had not yet had a chance to get back into exploration, his third and fourth postings had kept him on the move, first in the Merchant Marine Division and, until just recently, in the Colonization Division. He had done well, though, and the commendation he received from the Office Of Colonial Operations, his Silver Palm, and his promotion had earned him a chance at Command School. He was determined to make the most of it, for he still had not lost sight of his dream.

At the school for training Star Fleet command personnel, simulator training in starship combat tactics was exciting,

"What do you think you're doing - OOF!"

Lee's challenge was cut off as one of the men turned suddenly and hit him hard in the stomach, but Lee's Star Fleet training allowed him to twist and deflect some of the impact. D.W., with a banshee yell, tackled a second man on the fly, and brought him down in a thrashing tangle.

Lee took advantage of the momentary distraction to sidestep his opponent and deliver an elbow thrust to the man's side. Groaning, the man turned and tried to swing at Lee. Lee's training gave him a definite edge, although his opponent was younger and perhaps a bit faster. He blocked the swing with his right arm and drove his left fist hard into the man's jaw.

Lee started to look over where the third man still struggled with the young woman, but a telltale clicking sound stopped him. His opponent pulled out a concealed knife, which snapped out of its case and gleamed in his hand. He smiled and slashed at Lee's face.

Once again, however, Lee's training saved him. He ducked to one side and snapped a /carafe-style kick into the assailant's chest. This time the man went down hard, his blade flying out of his hand. Lee recovered from the kick, spun, and came out of the spin with the toe of his uniform boot catching the man under his chin just as he sat up. The man's head snapped back and he collapsed, unconscious.

Lee glanced around quickly. D.W. had dragged his opponent to his feet and had him pinned to the wall. The third man had pulled the young woman's purse from her hands and knocked her to the sidewalk. As Lee started toward him, the man fumbled in his pocket and pulled out a small object.

With a telltale whine, a phaser beam shot past Lee's left ear. Lee did not give the man time for a second shot, but tackled him hard. Landing atop the man, Lee pulled back his arm for a punch.

"That's it, okay?" the man said quickly, throwing up his hands. "I give up!"

Lee dragged the man to his feet and glanced over his shoulder. To his dismay, D.W. lay crumpled on the sidewalk, apparently hit by the phaser shot that had missed Lee. D.W.'s opponent was fleeing down the street.

"I hit him," Lee's captive said in a trembling voice. "But it's just a stunner! Honest!"

"It better be," Lee growled angrily, "or I'll make you wish you'd never been born!" He dragged the man over to D.W.'s inert form. Sure enough, the downed lieutenant was breathing softly. Lee helped the young woman up, returned her purse, and asked her to summon help.

She disappeared into a building across the street, and minutes later a police hovercar arrived. While the police took charge of the two captured attackers, Lee helped revive D.W. and explained the incident.

"I can't thank you enough," the pretty young woman told Lee as the police bundled her attackers into the hovercar. "They asked for a handout, and when I refused they tried to steal my purse."

"I suppose I'm lucky such a handsome Star Fleet officer was there to rescue me." Smiling, she stood on tiptoe and kissed Lee briefly. "Thanks again!" she called as she left with a policeman.

"How do you like that?" D.W. brooded. "I get shot with a phaser and YOU get to be the big hero! Some guys have all the luck!"

"I suppose she likes older men," he said with a chuckle and a sarcastic smile. "Let's get back to the ship. 'Bones' should give you a checkup after that stun shot."

D.W. shook his head, and glanced up sharply. "Oh, no! We're late! Come on!" He took hold of Lee's arm and started dragging him down the street. "The restaurant's got to be just around the corner!"

Lee as he followed his companion to a small cafe that was, indeed, just around the corner. The small restaurant was gaily decked out with party decorations, and full of Star Fleet officers, Lee's friends from the *USS Boone.*

"About time you showed up!" said Capt. Parvenu as he wandered over, a cup of grog in one hand. "What happened to you two? Judging from your timing and your appearance, I'd say you crawled here!"

Abruptly he smiled and raised his cup to Lee. "Happy birthday, Lee!"

Later, with explanations made, Lee met D.W. near the bowl of grog punch. "That's the last time I trust you with a secret/' he said with mock annoyance.

"What are you complaining about?" D.W. countered. "I'm the one the Old Man is upset with. It was *supposed to* be a surprise party."

"I'm surprised," Lee confirmed. "Thanks for the party, D.W."

His friend shrugged. "Don't mention it. I wasn't sure you were going to thank me, considering how you felt about turning forty."

"Oh, I don't know," said Lee with a smile as he remembered the incident on the street. "I've been thinking about that since we got here. Forty isn't all that old. It's not that old at all...!"

---

*Star Fleet trains all personnel in unarmed personal combat and marksmanship with modern arms, and that training has saved the life of many officers. (Not to mention the fact that it comes in handy when the Klingons get shore leave in the same free port YOU are visiting...) The **Tactical Movement And Combat** chapter of the rules tells how your own character can fight realistic and exciting man-to-man battles as part of your* STAR TREK *adventures. Will your character fare as well as Lee Sterling? Turn to page 27 and see.*